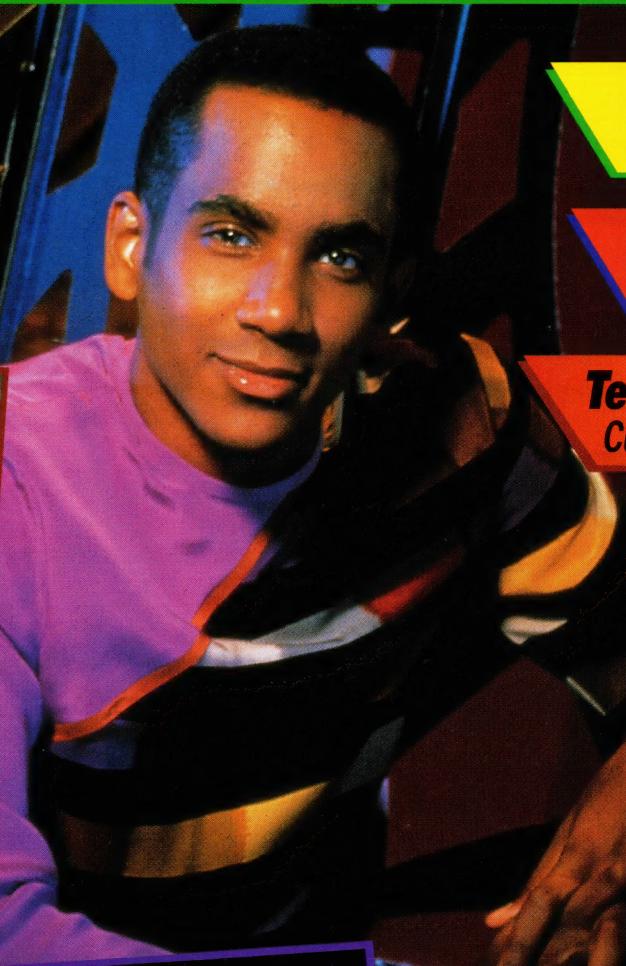
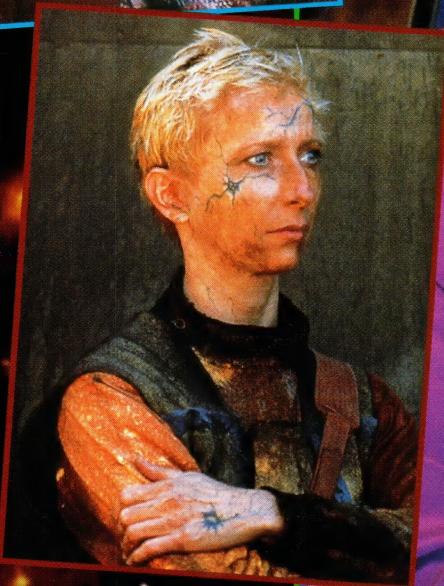


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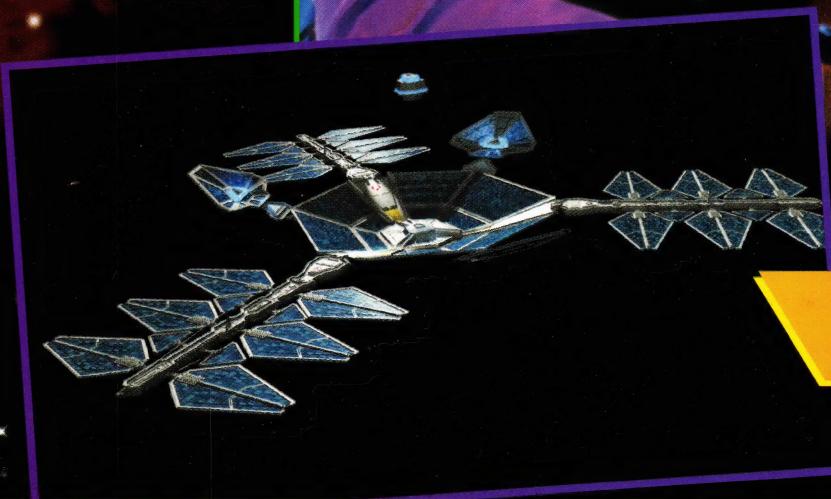
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Guide to a Galactic newshound

Profile on Wyatt Miller
Betrothed to Deanna Troi

Teplanites and the Blight
Cursed by Dominion bioweapons



Dressed for life in the fast lane
STARFLEET pilot uniforms, Delta Quadrant style

EXPLORE THE MIDAS ARRAY
U.S.S. VOYAGER crew phone home

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THE OFFICIAL STAR TREK® FACT FILES



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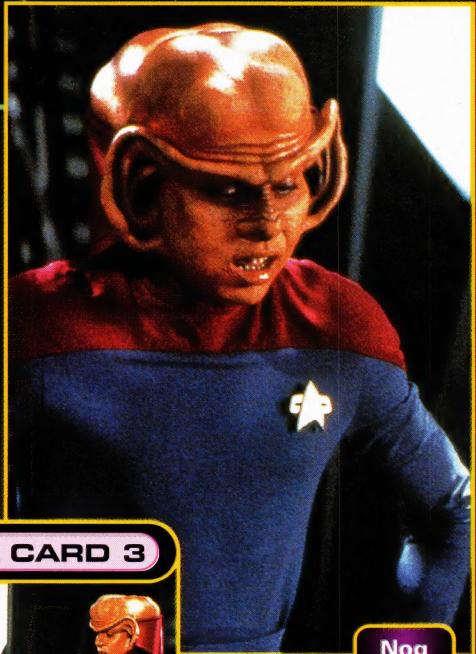
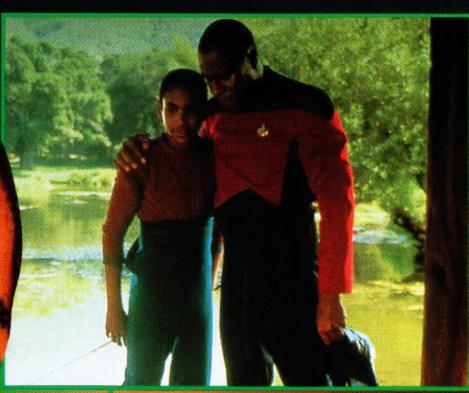
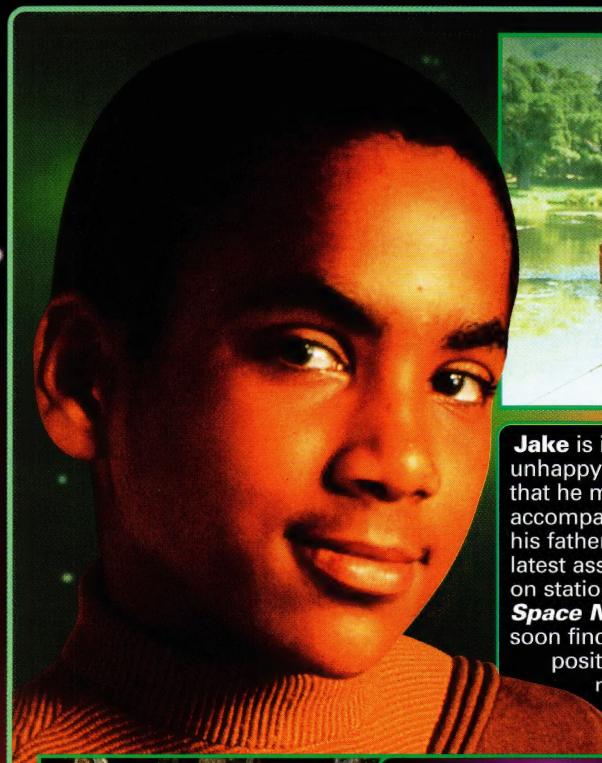
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The Guide to the STAR TREK Galaxy

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THE JAKE SISKO INDEX

Jake Sisko has survived much pain in his short life, including the death of his mother, Jennifer, at the Battle of Wolf 359. Nevertheless, he has remained a level-headed young man, and by 2375 has begun a successful career as a writer.



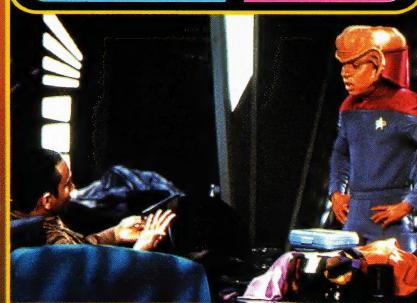
Jake is initially unhappy to find that he must accompany his father to his latest assignment on station *Deep Space Nine*. Both soon find that the position has much to offer.



FILE 44 CARD 15

"I have an idea for a novel. It's sort of autobiographical. The main character's mother dies . . . and it's not really about that . . . it's about a lot of things . . ." — Jake Sisko

FILE 51 CARD 3



Nog

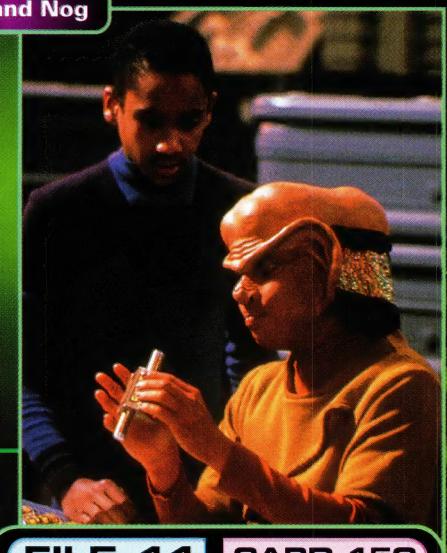
Jake soon strikes up a friendship with the Ferengi Nog after arriving on *Deep Space Nine*. In later years, the two even share quarters together.



Jake and Nog

Jake and Nog involve themselves in many troublesome ventures over the years. In 2369, they form the Noh-Jay Consortium in an attempt to earn a quick profit. Included in their deal is 100 gross of self-sealing stem bolts.

FILE 44 CARD 15C



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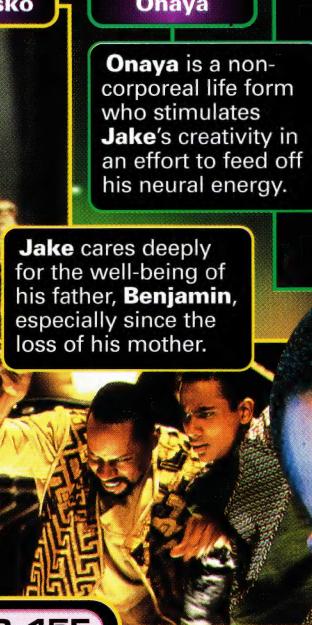
THE JAKE SISKO INDEX

FILE 1 CARD 38A

Benjamin Sisko



Onaya



Onaya is a non-corporeal life form who stimulates **Jake**'s creativity in an effort to feed off his neural energy.

Jake cares deeply for the well-being of his father, **Benjamin**, especially since the loss of his mother.

FILE 58

CARD 49

Jake Sisko: Reporter

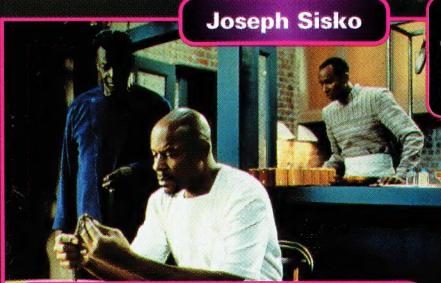


FILE 44 CARD 15B

Jake is a versatile writer, and in 2372, he begins to write a novel called **Anslem**. The following year he chooses to remain on **Deep Space Nine** in order to report on the **Dominion** occupation of the station.

FILE 43 CARD 45F

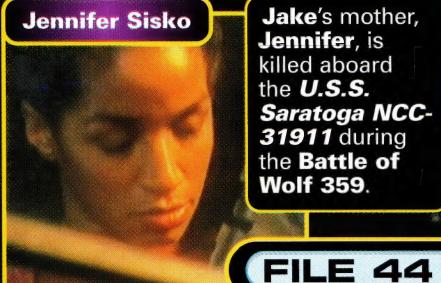
Joseph Sisko



Jake eagerly helps out in his grandfather's restaurant whenever he visits Earth.

FILE 44 CARD 39

Jennifer Sisko



Jake's mother, **Jennifer**, is killed aboard the **U.S.S. Saratoga NCC-31911** during the **Battle of Wolf 359**.

Jake Sisko and the Future



In an unrealized timeline, an older **Jake Sisko** devotes his life to recovering **Benjamin Sisko** after he is lost in an incident aboard the **U.S.S. Defiant NX-74205** in 2372.

FILE 44 CARD 15A

FILE 44 CARD 39

JAKE SISKO STARSHIP LOG: Key episodes



'Progress'
FILE 70
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 152



OTHER GROUPS
AND RACES

THE VIANS

In their obsessive quest to determine the moral worthiness of other species to survive, the cold, analytical Vians lose sight of the moral values they search for in the subjects of their horrifying experiments.

Little is known about the enigmatic, technologically advanced **Vians**. The race make themselves known to the **Federation** in 2268, shortly before the **Minaran** star goes supernova with the resultant destruction of its several inhabited planets.

The Vians are tall, bald-headed bipedal humanoids, with heavy brows and enlarged frontal cranial lobes. Their bodies are covered by floor-length silver robes, gathered to a circular collar, and – while the only individuals so far seen appear to be male – gender distinctions may not apply to their race as they do to humanity. They have a grayish tint to their complexion, and speak with a distinctive resonant tone that is imposing to the human ear. Despite giving the impression of great age,

they do not appear to be physically frail, and are able to lift an average human without undue effort.

The Watchers

The Vians are keen observers of other races, and for many years have devoted themselves to the study of numerous alien species. Their research skills are applied in an unusual manner when, sometime prior to 2268, they become aware that the Minaran star will soon go supernova, destroying several inhabited planets in its solar system. The Vian's technological resources are formidable, but not infinite; while they are moved by the plight of the system's inhabitants, they only have the ability to relocate one world's population to a safer habitat. The question is – which world?

Two Vian scientists, **Lal** and **Thann**, are dispatched

to set up an investigative laboratory under the surface of **Minara II**. Only a team of Federation scientists studying the astronomical phenomenon of the impending supernova currently inhabits this world. Lal and Thann determine that the most morally evolved of the Minara system's indigenous species should be the race which survives, and they devise an elaborate, if



▲ **The Vians are notable for their distinctive, heavy-set foreheads and enlarged skulls. They wear elegant robes that conceal the appearance of their lower body.**

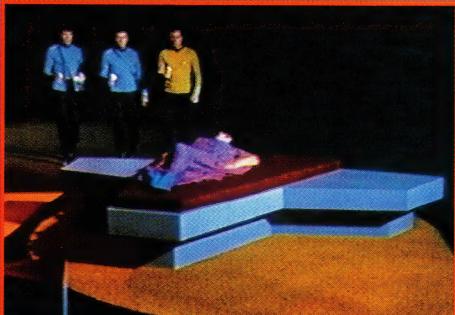
▼ **Gem is an example of the next species to be tested by the Vians. She is found unconscious by the landing party within the Vian's laboratory complex.**

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SACRIFICE

Shining example

The Minaran Empath, dubbed **Gem** by Dr. McCoy, ultimately wins the right of her race to be saved from the impending supernova by the Vians. Her power to absorb the physical and emotional responses of others, permitting her to heal their injuries by taking them onto her own body, is a formidable gift. The Vians only deem her worthy of salvation when she shows compassion and self-sacrifice, by risking her own existence in attempting to save Dr. McCoy from the potentially fatal injuries the Vians inflict upon him.



► **The U.S.S. ENTERPRISE NCC-1701 comes into close proximity to the Minaran star as it undergoes the change to a supernova.**

► **Minara II is a dull, brown world. Few would suspect that a cavernous alien laboratory is located beneath the surface.**



► **A landing party from the U.S.S. ENTERPRISE investigate the disappearance of a science team on Minara II.**

Designation:	Vians	
Class:	M	Quadrant: Alpha
Inhabitants:		Humanoid
Government: Scientific meritocracy. Devoted to research and learning. Each Vian's influence in their society is determined by the intellectual contributions of the individual.		
Technology: Highly developed. In addition to mastering teleportation, tractor beam technology, holographic illusions, and the projection of force barriers, the Vians have the resources to transport an entire planetary population.		
Starship Log: STAR TREK: The Original Series 'The Empath'		



GALAXY FACTS

The Vian's test chamber is located 121.32 meters beneath the surface of Minara II

The Vian's Energy Transfer Devices are controlled by the mental impulses of the user, and are intended to respond only to their specific owner; however, Mr. Spock reconfigures one to work for him for a time.

disturbing, method of determining this ethical high ground.

Members of each Minaran species are abducted from their homeworld by means of the **Energy Transfer Device**, a handheld mechanism used by the Vians to perform various tasks ranging from personal teleportation to physical manipulation. The abductee is then forced to watch other creatures being tortured – not with any intention of extracting information, but simply in order to observe the reactions of the test subject. This torture is not inflicted by physical means but by energy manipulation; the results are just as devastating given the Vian's skill in this field. The responses of the subject, and the degree of their sympathy toward the torture victims are the



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 152



OTHER GROUPS AND RACES

THE VIANS



The Vian's laboratory is immense, and filled with many pieces of alien technology.



The Vians test the worthiness of other species by forcing them to observe other life forms being tortured. Two Federation scientists, Doctors Linke and Ozaba, are abducted, and ultimately killed by the Vians.

Vian's measure by which their worthiness is assessed.

Remote observation

This strange procedure by which the Vians attempt to assess moral attributes, while themselves committing heinously unethical acts indicates a basic flaw in the Vian's perceptions. Their contemplative lives, which are mostly spent studying other species, rather than interacting with them, appear to have given them a remoteness and lack of empathy. Their dispassionate inflicting of pain in the interest of gathering data is doubly chilling due to their lack of personal involvement. How many times this procedure

has been conducted, and the ultimate fate of all the test subjects, remains unknown.

The known facts are that Doctors **Linke** and **Ozaba**, the Federation science team observing the Minara supernova, are abducted from the surface of Minara II and taken to the Vian laboratory beneath the planet's crust. Once there, they are subjected to procedures that eventually result in their deaths. Approximately a month after the scientist's disappearance, the **U.S.S. Enterprise NCC-1701** rendezvous with the science station for the scheduled evacuation of the scientists. A landing party comprised of **Captain James T. Kirk**, **First Officer**

Spock, and **Dr. Leonard H. McCoy** finds the research base seemingly abandoned, but is awarded time to investigate when the *Enterprise* withdraws as a result of a potentially damaging solar flare from the dying sun.

With new test subjects having arrived, the experiments can now begin again. The *Enterprise* personnel are abducted from the planet's surface, and find themselves in the Vian's cavernous laboratories. There they find a young mute woman, a new focus of the Vian's experiments, whom McCoy nicknames **Gem** in a rare moment of whimsy.

The Empath

Gem is possessed of the power of healing – a kind of projective empathy, whereby she can absorb the physical and emotional damage of others and heal it by taking the traumas into her own person. It is this ability which the Vians most wish to scrutinise. By systematically torturing the *Enterprise* crewmen, and forcing Gem to observe their compassion and willingness to sacrifice themselves for each other, the Vians hope to awaken in Gem that same selflessness. Such willingness to sacrifice her own life for others will



A cylindrical forcefield constrains McCoy and Spock after Gem heals an injured Kirk.



The Vians prepare special tubes in which they will torture Kirk's landing party.

enable the Vians to determine if her species is worthy of survival.

Perverse though it is, the Vian's plan is ultimately successful; when Dr. McCoy's injuries prove life-threatening, Gem, despite her reluctance and terror, is willing to sacrifice her own life to save his. The fact that the landing party manage to escape the Vian's force barrier and prevent her from doing so does not invalidate her gesture. Kirk points out the hypocrisy of the Vians, who had the means to cure McCoy all along, but were withholding it to see what Gem's reactions would be. Faced with the reality that they have lost the capacity to feel the very emotions they brought Gem to learn, the Vians succumb to an unusual sensation: compassion. They heal Dr. McCoy before Gem burns herself out in her attempt to cure him, gathering up the unconscious woman and indicating that they will save her and her civilization from the forthcoming supernova. They then depart, leaving the *Enterprise* crew free to leave the planet.

Despite their original good intentions, the Vian's inhumane actions cannot be truly mitigated by their rescue of Gem's people. Had they been more cooperative, and less isolated in their obscure researches, it is possible that their technology allied with that of the Federation might have allowed more than one of the Minara System's civilizations to be preserved.

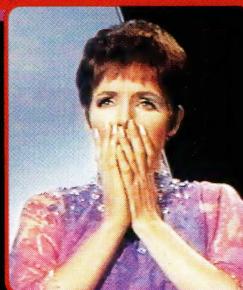
DARK LABORATORY

Chamber of horrors

The Vian's vast laboratory is where they study the kidnapped subjects of their experiments, in most cases ultimately testing them to destruction. A huge amount of bizarre and unfathomable technology is stored here, but the sheer size of the chambers makes it seem as though it is sparsely equipped. Some areas are well lit, but most are kept in darkness, with only isolated beams illuminating the piece of equipment being used or its luckless victim. This deliberately surreal and disturbing setting adds to the disorientation of the test subjects, preparing them for the ordeals to come.

Gem is shocked by the atrocities that the Vians confront her with after they abduct her.

The Vians inflict severe injuries on McCoy, but Gem is willing to sacrifice herself to save him.





The Guide to the STAR TREK Galaxy

FILE 18

CARD 164



OTHER GROUPS
AND RACES

THE TEPLANITES

OTHER GROUPS
AND RACES

The Gamma Quadrant's Teplan system once played host to an advanced and civilized race, who made one devastating mistake: standing up to the all-powerful Dominion. The reprisals were so terrible that they remain a scourge on the population for centuries.

The Teplan system is located just outside the borders of the sprawling **Gamma Quadrant** powerbase known as the **Dominion**.

It is nevertheless subject to Dominion incursions, placed as it is on the patrol route of its **Jem'Hadar** ships. This unfortunate proximity leads to the downfall of the dominant species spawned by one of its planets.

This particular race of very Earth-like humanoids developed over thousands of years into a technologically-advanced, self-sufficient society. They built spectacular cities, and turned their eyes toward space by the mid-22nd

century. They eventually progressed far enough to travel to neighboring systems. Their many achievements led them to believe they could meet and overcome any obstacle.

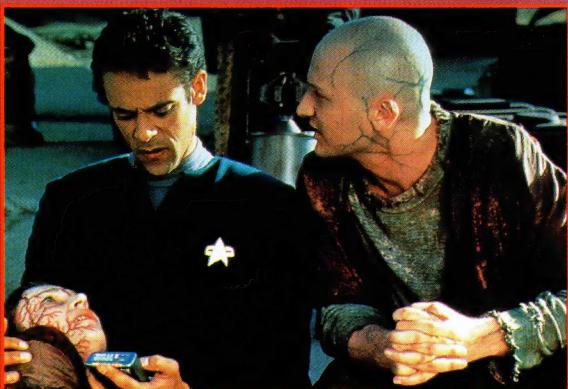
Unfair attacks

The Teplan people had not reckoned with the ruthless aggression of the Dominion. They tried to resist the militaristic empire, and paid in full for their folly: the Jem'Hadar decimated their world in the first instance. The cities and structures were left smoking shells of their former glory, with only isolated examples of the grand, rounded architecture still standing. Their

technology was destroyed, and the resources to rebuild taken from them.

The beleaguered inhabitants set up an automated emergency distress call, but no one dared come to their aid. It appears there have been further Jem'Hadar attacks over the subsequent two centuries, as the rubble and debris lying in the city streets has not been cleared. The entire infrastructure necessary to urban life, including powered transport, electrical power, and running water, was lost. Currency was replaced by barter, such as a pretty trinket in exchange for passage, or a pair of boots

A Teplanite displays the outward signs of the Dominion-engineered disease. Light blue welts mottle the surface of the skin, showing the disease to be in its dormant state.



Dr. Julian Bashir responds to the ancient distress signal upon Boranis III, finding a race of people dying, and a civilization in tatters.



The blighted world is an unremarkable planet from orbit.

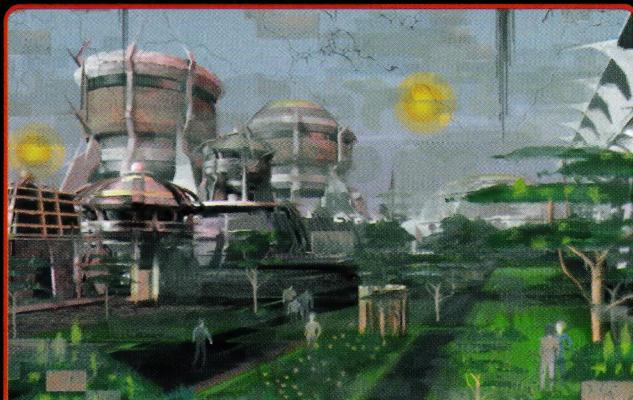
HOPES FOR A BRIGHT FUTURE

Sham cures

The Teplan people are wary of the many shysters who would try to cash in on their misery by selling false cures to the blight to make a windfall. Unscrupulous people have in the past stirred up hope and taken food and clothing in exchange for useless elixirs.

The locals can become very ugly when they discover they are being swindled, and the death that is meted out to the offending parties is described as making the blight look like a blessing.

A mural of a beautiful city is a reminder of times before the blight. The ground was fertile, and the cities themselves large and stately. It all fell into disrepair when the blight infected the people.



Designation	Unknown
Class	M
Quadrant	Gamma
Inhabitants	Humanoid
Government	Little remains of the Teplan civilization that existed prior to the onset of the blight. The once-graceful cities on the planet's surface were devastated in a series of violent attacks by the Dominion, leaving the civilization a shadow of its former self. The humanoid inhabitants are all afflicted with the deadly Teplan blight. STAR TREK: DEEP SPACE NINE 'The Quickening'
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GALAXY FACTS

► People sometimes stockpile precious food for a feast on their death bed when the quickening strikes them. A particular delicacy is Takana root tea.

► A mural painted on the wall of one of the surviving buildings depicts the city as it may once have been. It serves as a reminder of better times and a symbol of hope.

► Dead are carried in open barrows, suggesting a breakdown of basic hygiene in the civilized areas.

for painting a wall mural.

The Teplan people reverted to a more primitive level of subsistence. Some grow crops for food, eking an existence in the dry, scrubby grasslands; others ply their wares from wooden barrows on the pockmarked streets. Some basic industry such as metal beating survives. The people generally react badly to visitors from other worlds, probably because of the treatment they received from the Dominion. Reactions vary from amazed stares to grim dismissals and warnings to leave.



OTHER GROUPS
AND RACES

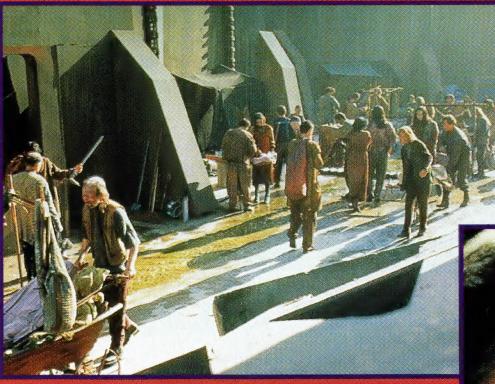
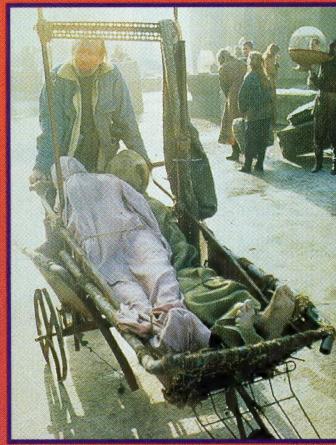
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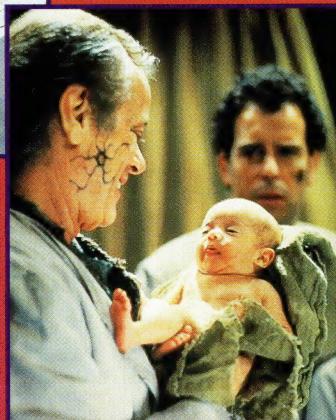


OTHER GROUPS
AND RACES

THE TEPLANITES



► The blight does not discriminate against age, and these children will grow up infected.



Living conditions are particularly cramped. People of all ages cram into the more well-preserved buildings, with only a bunk or small alcove to call their own. The only degree of privacy afforded in these conditions is a curtain. Others prefer to shelter in makeshift homes cobbled together from wood and scrap metal. Possessions are basic and few.

The ruination of the planet was not enough for the Dominion. They also gave the survivors a legacy that ensured they would act as an example to any other race considering similar

defiance. The world was afflicted with the **Teplan blight**. Every person is born with it, and everyone dies from it. It has no cure, and its symptoms are unable to be effectively treated.

Constant reminder

The **quickeening** is the process by which the blight becomes active. The facial lesions characteristic of the sickness – a physical reminder of the folly of the Teplan people – become inflamed, turning from blue to an angry red. Motor problems are followed by shuddering fits, and finally an excruciating death. The

► **Dr. Bashir creates a pathogen that can be absorbed by unborn babies within the womb. The results are clear: a baby born free of blight.**

onset of the quickeening is unpredictable. It comes to some in childhood, and many more as young adults, before they can have children of their own. This is no great loss for many, as their children are destined to be born with the blight.

Civilization in ruins

The Teplan natives have become a people without hope. They worship death because it sometimes seems so much easier than going on living. Something of a gallows humor exists among the population when it comes to the blight – the agony felt by people when it burns through them is the butt of bitter jokes, for example.

Starfleet's Dr. Julian Bashir follows the Teplan distress signal to the planet in 2372 and embarks on a mission to find a cure for

the blight. He takes samples from one of the few helpful locals, a pregnant woman called **Ekoria**, and manages to isolate the virus and set up a treatment center. His determination wins over more and more people, but his research receives a terrible setback when the EM fields from his instruments cause the blight to mutate and his patients to die.

Bashir perseveres, however, and discovers that the placenta of unborn babies can absorb the antigen he has developed. His breakthrough offers the Teplan people a future that they never dreamed would be restored to them – one in which subsequent generations will be unaffected by the blight.

Production of the vaccine begins, and the salvation of a civilization starts.

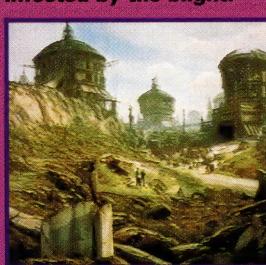
► **The beloved Trevean offers a dignified passing for blight sufferers.**



► **Trevean prescribes a poison that ends the lives of his patients before the final throes of the blight. He has lived an unusually long life, and he has seen a great deal of suffering. He offers a painless death and asks nothing in return, and the population loves him for it. Many perversely look forward to the quickening for the peace it will bring; their fears are muted by the knowledge that Trevean's hospice awaits them.**

► **Trevean dispenses poison to fellow Teplanites, enabling them to die without suffering the final painful stages of the blight.**

► **The planet falls into disarray after being infected by the blight.**



► **Dr. Bashir helps to deliver the first inoculated child; a spark of hope to a ravaged planet.**

MAKING DEATH MORE PALATABLE

Doctor Death

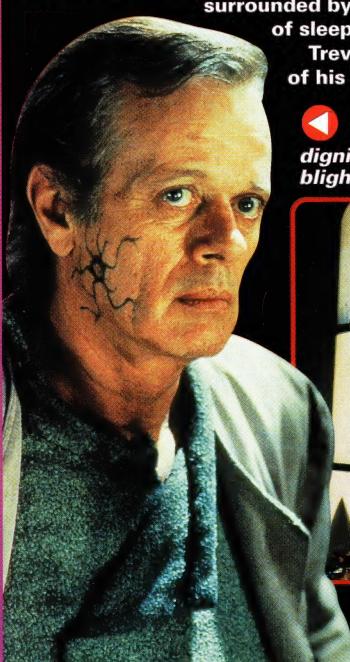
Trevean is a healer who runs a hospice to care for those suffering the quickening. Victims are able to pass their final days in comfort – listening to music, bathing, and dressing in clean clothes while attended by carers and surrounded by family and friends. Some revel in the luxury of sleeping in a bed for the first time in their lives.

Trevean prescribes a poison that ends the lives of his patients before the final throes of the blight.

► **The beloved Trevean offers a dignified passing for blight sufferers.**

► **Trevean prescribes a poison that ends the lives of his patients before the final throes of the blight. He has lived an unusually long life, and he has seen a great deal of suffering. He offers a painless death and asks nothing in return, and the population loves him for it. Many perversely look forward to the quickening for the peace it will bring; their fears are muted by the knowledge that Trevean's hospice awaits them.**

► **Trevean dispenses poison to fellow Teplanites, enabling them to die without suffering the final painful stages of the blight.**



FILE 34 THE KLINGON FLEET



Klingon Birds-of-Prey: Fleet Listings

The Klingon Defense Force is a deadly attacking fleet, manned by honorable warriors who put valor before life. One of the most useful tools at their disposal is the *Klingon Bird-of-Prey*, a ship that has helped strengthen an entire Empire.

The *Klingon Bird-of-Prey* has been in service since 2285, and has proved to be the staple craft of the **Klingon Defense Force**. The vessels are capable of traveling at high warp speeds, as well as being able to enter a planetary atmosphere, and safely land on the surface. Each ship is equipped with a **cloaking device**, allowing it to

remain invisible to both sensors and the naked eye. They also feature an impressive arsenal of photon torpedoes and disruptors for use against opposing forces.

The vessels are notable for their distinctive paintwork designs, detailing bright red wings on the underside of the hull in a basic desire to instill fear into the heart of an enemy.

I.K.S. BURUK

CAPTAIN: Chancellor Gowron

This Klingon starship transports **Chancellor Gowron**, the leader of the **Klingon High Council**, to his rendezvous with the **U.S.S. Enterprise NCC-1701-D** in 2367, suggesting an important position in the Klingon fleet and a high degree of trust in its loyal crew.



Gowron's vessel – the I.K.S. BURUK – rendezvous with the U.S.S. ENTERPRISE NCC-1701-D in 2367. The two captains talk about the next Klingon leader.

Chancellor Gowron of the Klingon High Council travels to the U.S.S. ENTERPRISE NCC-1701-D aboard the I.K.S. BURUK. He meets with K'Ehleyr aboard the Federation starship.

STARSHIP LOG: 'REUNION' [TNG]



The I.K.S. HEGH'TA hangs in space, ready for attack. The vessel will see much action during the war.

I.K.S. HEGH'TA

CAPTAIN: Kurn

Worf's brother, **Kurn**, commands this **Klingon Bird-of-Prey** during the **Klingon civil war** of 2367-2368. He pledges his support, and that of his crew, to **Gowron's** forces in their efforts to overthrow the usurper **Duras**. **Worf** briefly resigns his **Starfleet** commission to serve as tactical officer aboard the **I.K.S. HEGH'TA**, when he feels that his duties to Starfleet and his people are in conflict. At the time of the civil war, the **HEGH'TA** is the flagship of a fleet that includes three full **Klingon Defense Force** squadrons.

STARSHIP LOG: 'REDEMPTION', PART I [TNG]



The I.K.S. HOR-CHA hangs in space, ready for attack. The vessel will see much action during the war.



The impressive KLINGON BIRD-OF-PREY has been a stalwart of the mighty Klingon Defense Force for almost a century.

I.K.S. CH'TANG

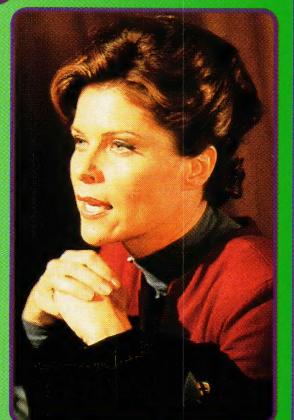
CAPTAIN: General Martok

In 2375, at the height of the **Dominion war**, the **I.K.S. CH'TANG** is commanded by **General Martok** in a series of raids against **Dominion** bases. As the flagship of Martok's fleet, the **CH'TANG** is first in line for repairs to its damaged **disruptor** targeting sensors and guidance system relays when docked at **Deep Space Nine**. The vessel is saved from destruction by the **Dominion** by the courage of its third officer, **Kor**, an elderly **Klingon** who requests a position on the ship in order to achieve the **Klingon** warrior ideal of dying in battle. His brave sacrifice ensures that he gets his wish and that his crewmates escape with their lives.



The I.K.S. CH'TANG is Martok's flagship during the devastating Dominion War, where the ship was almost destroyed.

STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]



I.K.S. HOR-CHA

CAPTAIN: Valerie Archer

In the **Starfleet Academy** simulation created by **Species 8472** aboard **Terrisphere 8**, the creature taking on the appearance of **Valerie Archer** claims to have served as captain of the **Klingon Bird-of-Prey** **HOR-CHA** as part of an officer exchange program. It is unknown whether the ship really exists, or if it has ever taken part in any such exchange program.

STARSHIP LOG: 'IN THE FLESH' [VOY]

The Species 8472 Valerie Archer claims to have commanded a BIRD-OF-PREY named the I.K.S. HOR-CHA.

Klingon Birds-of-Prey: Fleet Listings

I.K.S. KI'TANG

CAPTAIN: Unknown

The *I.K.S. Ki'Tang* will go down in history as playing a vital part in the **Dominion war**, but its place is assured not by the valor of its warrior crew, but rather by a fortuitous fluke. This *Klingon Bird-of-Prey* is the only ship at the **Battle of Chin'toka** not to be affected by the **Breen energy dampening weapon**. A chance adjustment to the *Ki'Tang's* **tritium intermix matrix** protects the ship and reveals a vulnerability in the weapon, providing **Starfleet** and its allies with a way to protect all their vessels against future attacks.

STARSHIP LOG: 'WHEN IT RAINS . . . ' [DS9]

I.K.S. M'CHAR

CAPTAIN: Commander Kaybok

In 2373, **Commander Kaybok**, acting on the authority of **Chancellor Gowron** and the **Klingon High Council**, orders the *I.K.S. M'Char* to attack the civilian freighter *Xhosa* in order to search the vessel for shapeshifters. Kaybok reluctantly releases the *Xhosa* when the crew of *Deep Space Nine* threaten to destroy the *M'Char*.

STARSHIP LOG: 'WAY OF THE WARRIOR' [DS9]



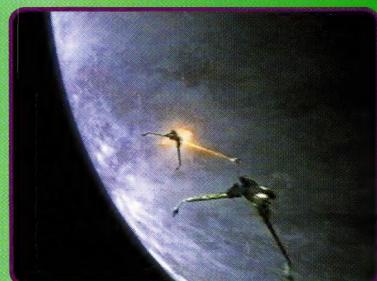
STARSHIP LOG: 'WAY OF THE WARRIOR' [DS9]

I.K.S. MALPARA

CAPTAIN: Unknown

The *I.K.S. Malpara* is one of two **Klingon** vessels that provide a diversionary tactic during the **Dominion war**. The *Malpara* and its sister ship, the *I.K.S. Ning'tao*, decloak ahead of their squadron and make a strafing run on a **Cardassian-Dominion** base; the plan is that as the two ships retreat, they will draw Cardassian defense vessels away from the base, leaving it relatively undefended as the rest of the squadron decloaks and attacks. The tactic is a success but, unfortunately, the *Malpara* itself is destroyed by enemy fire during the retreat.

STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]



STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]

I.K.S. NING'TAO

CAPTAIN: Unknown

The *I.K.S. Ning'tao* is the sister ship of the *I.K.S. Malpara*, and is sent to attack a **Cardassian-Dominion** base in an effort to draw the Cardassian ships away while the rest of its squadron attacks. The *Ning'tao* succeeds in delivering a **disruptor** bombardment to the station that reduces its shields to 65 percent of full strength, and then makes a hasty retreat from the area with Cardassian ships in hot pursuit – as intended, drawing them away from the rest of the **Klingon** squadron, which decloaks and destroys the enemy base.

STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]



STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]

I.K.S. ORANTHO

CAPTAIN: Unknown

The *I.K.S. Orantho* is one of five **Klingon Birds-of-Prey** that take part in **General Martok's** daring series of raids against **Dominion** installations in 2375, beginning with the **Cardassian** starbase on **Trelka V**.

The *Orantho* assumes formation with the *I.K.S. Ch'Tang*, *I.K.S. Ning'Tao*, and the *I.K.S. Slivan* as they enter **Trelka V**'s atmosphere to conduct their attack, following the earlier destruction of the *I.K.S. Malpara* by a **Cardassian** ship.

The vessels make one swift and successful pass at the base before fleeing the region. Following the attack, the crew of the *Orantho* reports that their torpedo launcher is jammed, a malfunction that will severely affect the vessel's usefulness in any further raids; however, its **cloaking device** remains operational, allowing the *Orantho* to escape undetected. Along with the *Ch'Tang*, and the *Slivan*, the *Orantho* returns safely to *Deep Space Nine* thanks to the **Kor**'s selfless sacrifice aboard the *Ning'Tao*.

STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]



STARSHIP LOG: 'ONCE MORE UNTO THE BREACH' [DS9]

I.K.S. P'RANG

CAPTAIN: Unknown

The *I.K.S. P'Rang* is ordered to intercept the **Klingon Sleeper Ship T'ong** in 2365, as part of an elaborate ploy to break the news to the revived crew that the **Klingon Empire** and the **United Federation of Planets** are now at peace.

STARSHIP LOG: 'THE EMISSARY' [TNG]



STARSHIP LOG: 'THE EMISSARY' [TNG]



Janeway: Determination and Regrets

Kathryn Janeway, captain of the *U.S.S. Voyager NCC-74656*, is not a woman to be crossed. She is a determined character, and her tenacity sometimes leads her to regret one or two of her more hard-nosed actions and choices.

Kathryn Janeway's rise to the rank of **Starfleet** captain was facilitated by her ability to make decisions quickly and under pressure. She matches her charisma as a leader with a confidence in her ability to pursue the right course of action for herself, her crew, and her principles. These qualities stand her in good stead when the *U.S.S. Voyager NCC-74656* is stranded in the **Delta Quadrant**, some 70000 light years from **Federation** space, in 2371.

The fact that *Voyager*'s predicament was the result of a clear choice made by Janeway underlines her resolve. She cannot in all conscience leave the innocent **Ocampa** race

to the mercy of the **Kazon**, even if it means destroying the **Caretaker's Array** and *Voyager*'s way home. The safe return of 150 people aboard one starship balanced against a whole race is a price that Janeway is unwilling to pay.

Many, even among Janeway's own crew, question this decision; some would have acted differently. It certainly takes a degree of nerve to strand yourself and your crew over 70 years from home and live with the ramifications. Janeway has never been afraid of the hard choices, however. In 2372, she forces the combined being **Tuvix** to undergo a procedure that will separate him back into **Tuvok** and **Neelix** – despite his desperate protests. She

PROFILE OF A DETERMINED CAPTAIN

NAME: Kathryn Janeway

2371: Janeway strands both her and Chakotay's Maquis crew in the Delta Quadrant after destroying the **Caretaker's Array**.

2372: Refuses Q's help in returning the ship home.

2375: Slips into a depression about her decision to save the **Ocampa**.

2376: Pursues Captain Ransom for breaking the Prime Directive.



Captain Kathryn Janeway shows enormous resolve and determination under pressure. Nevertheless, she does make decisions that she may regret later.

DECISIONS, DECISIONS...

★ No way home
The **CARETAKER'S ARRAY** is destroyed by Janeway, stranding her crew in the Delta Quadrant, 70000 light years from Earth.



★ Tuvix

Captain Janeway takes the tough decision to separate Tuvix back into **Neelix** and **Tuvok**, against his wishes.



★ Standoff
Janeway risks her life to rescue crew members Paris and Kim from an alien prison camp. She leaves no stone unturned in finding them.

A long way home

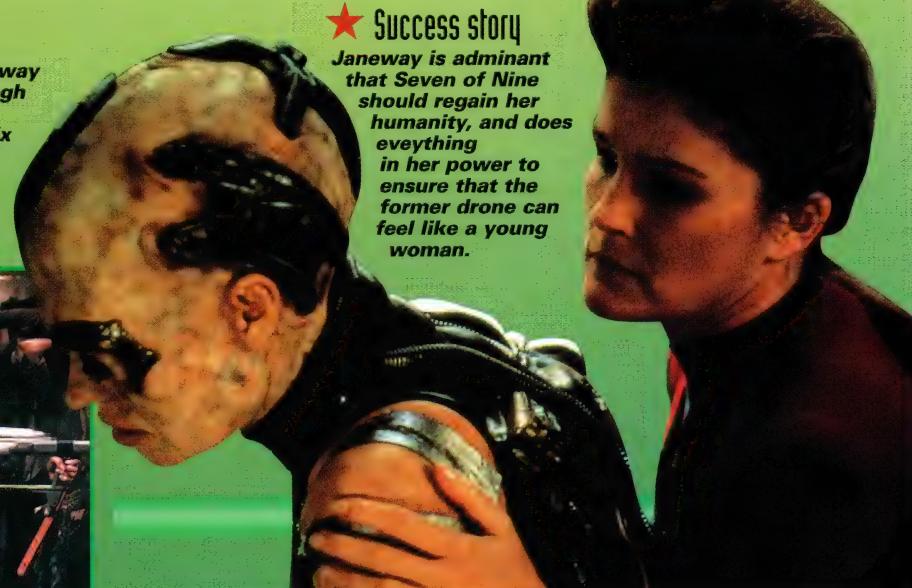
Voyager's marooning heralds the start of Janeway's greatest obsession: getting her crew home. There has rarely been a Starfleet captain as single-minded in their objective. She is

responsible for *Voyager*'s plight, and at the darkest of times, her first thought is for her crew. Similarly, she never gives up on a crew member. She takes tremendous risks to save **Lt. Tom Paris** and **Ensign Harry Kim** from an alien prison in 2373, and equally places the entire ship in danger to retrieve **Seven of Nine** from the **Borg** two years later.

Seven is one of Janeway's success stories. She is absolutely determined to help the liberated Borg drone rediscover her individuality and humanity. She knows it will be a hard road, but the captain is unshakable in her conviction that disconnecting Seven

★ Success story

Janeway is admiring that **Seven of Nine** should regain her humanity, and does everything in her power to ensure that the former drone can feel like a young woman.



Janeway: Determination and Regrets



★ In the dark

In 2375, Captain Kathryn Janeway gets time to mull over her decision to strand her crew.



★ A thorn in the side

Seska's defection to the Kazon is something Captain Janeway takes very personally.



★ Stranded

Janeway and her crew get back to basics as the treacherous Kazon and Seska steal the U.S.S. VOYAGER NCC-74656.



★ The worst headache ever

Captain Janeway risks the entire ship and her crew in order to halt the medical experiments being conducted by the Srivani.

"I'm going to hunt him down no matter how long it takes, no matter what the cost."

— Captain Janeway on the search for Captain Ransom



★ Willing to face death

Janeway offers to destroy VOYAGER, rather than let DREADNOUGHT target a planet.



★ Suicide run

Janeway flies VOYAGER into the KREMIN TEMPORAL WEAPON SHIP in a valiant attempt to halt a false timeline.

from the Borg collective was the best course of action. She takes personal responsibility for the developing young woman, and acts as her guide and mentor during the difficult early days.

Janeway's honorable decision regarding the *Caretaker's Array* conversely proves her greatest regret. The early years of *Voyager's* mission sees the starship under constant attack from hostile races, and the captain has little time to mull over her choice. She tells herself that their mission has been a success simply because they have survived.

In 2375, however, the ship's passage through a starless void is the catalyst for her deep depression. Janeway becomes a virtual recluse as she loses herself in regret over what she has put her crew through to preserve her values. Her reasoning now sounds empty to her own ears, and she comes to feel her decision was short-sighted and selfish.

It takes a crisis to bring Janeway

out of herself. The crew rallies round and refuse to let her make a heroic but suicidal stand to save an innocent race. This proves to her that she is not alone. She may regret her actions, but if her crew can live with them, so can she.

Death is not an enemy

Her guilt may explain her willingness to sacrifice herself for a good cause, however, notable when she pilots *Voyager* in a kamikaze mission against the *Krenim Temporal Weapon Ship* in 2374. She does not treat death lightly, but she is not afraid of it.

Crises often reveal Captain Janeway's real determination. She copes with serious challenges by not eating or sleeping; her tenacity alone keeps her going. She keeps her ship together virtually with her bare hands during the alternate time line dubbed the 'year of hell' by the crew, refusing to give up regardless of the physical and mental battering she takes.

This quality can work against the

captain. Her first officer, **Commander Chakotay**, is familiar with her grim determination. He believes Janeway does not know when to step back, and this occasionally places them at odds. She risks *Voyager's* probable destruction in a binary pulsar rather than consent to further invasive medical research by the **Srivani**.

Numerous alien races have made the unfortunate mistake of crossing Janeway, but her harshest responses are reserved for those who betray her, such as **Ensign Seska**, who defects to the **Kazon** in 2371, and proves a constant thorn in *Voyager's* side. Janeway makes it personal; Chakotay diplomatically describes the captain as being known to have held a lasting grudge.

Janeway's most extreme personal vendetta involves **Captain Rudolph Ransom III**, who condones the murder of innocent **nucleogenic life forms** to expedite the **U.S.S. Equinox NCC-72381**'s journey back to Earth. He also leaves *Voyager* in mortal danger – and Janeway does not handle being betrayed well.

She goes after Ransom with a single-mindedness that borders on obsession. She seems to lose perspective on the issues in preference for hounding Ransom, and even risks *Voyager's* safety by following the *Equinox* into the atmosphere of a planet.

The captain appears to slightly regret her actions after Ransom dies, having redeemed himself to a degree. She knows that she went too far on this occasion – but Janeway can take solace from the fact that her formidable determination has got *Voyager* halfway back to Earth in one piece.

PERSONAL VENDETTA

Going too far?

Captain Janeway appears to briefly lose her own moral sense in her determination to track down the **U.S.S. Equinox**'s rogue Captain Ransom. She threatens to drop the shields around the room where captured *Equinox* crew member Noah Lessing is held, allowing the nucleogenic aliens access.

Janeway is certain Lessing will break and give her the information she wants before this happens, but she is quite prepared to let him die. It is a stunning lapse for a self-confessed humanitarian. She views it as a calculated risk, but the shocked Chakotay feels it is about right and wrong. He takes a phaser and rescues Lessing – thus marking the only time in their relationship that Janeway's first officer openly disputes her.



▲ A brief alliance

Captain Janeway and Captain Ransom make a good team before her discovery that he has violated the Prime Directive in an effort to reach the Alpha Quadrant.

FILE 43 STARFLEET PERSONNEL

Admiral Cartwright

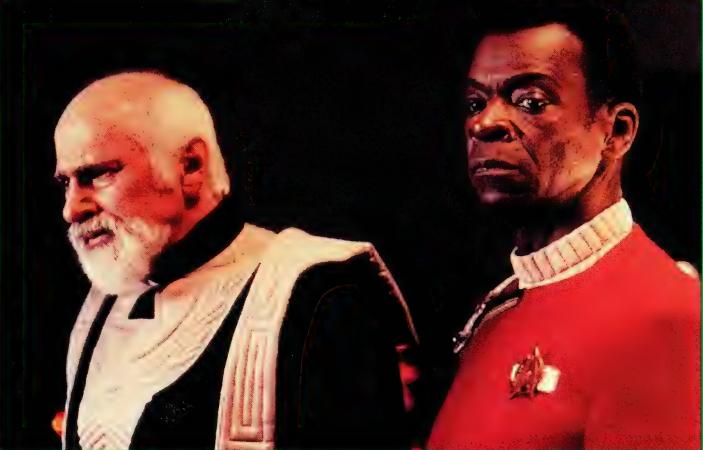
Admiral Cartwright allows his distrust of the Klingons, and fear of change to compromise his Starfleet loyalties and the principles for which it stands.

Little is known about **Admiral Cartwright's** background and early career. He joins **Starfleet** and works his way up through the ranks, becoming head of **Starfleet Security**, based at **Starfleet Command Headquarters** in San Francisco, Earth. A tall and imposing man, dark-skinned and with black hair, Cartwright wears the red Starfleet uniform of the late 23rd century, with white piping at the collar, cuffs and on the epaulette on his right shoulder. On the left breast of his tunic there is a gold band with the Starfleet symbol in the center. He is brisk and businesslike, and used to having his orders followed immediately and without question. He is always prepared to speak his mind in meetings, even if he does not concur with

the majority opinion. Admiral Cartwright liaises closely with the **President of the Federation Council** during the **Cetacean probe** crisis of 2286. When the probe's signal is found to have deleterious effects on the climate of the planet Earth, electrical power, and all communications systems, Cartwright and the President supervise efforts to contain the disaster from a control center in Starfleet Command Headquarters. There is little the Admiral can do to stabilise the situation, though his judicious transference of planetary and satellite-based power reserves enables the reception of a message from **Admiral James T. Kirk**, apprising Starfleet that a rescue mission involving time travel is underway. When the crisis is resolved, Cartwright is present at the



Controlled
Cartwright has a commanding presence, thus ensuring that his orders are swiftly carried out by his subordinates.

CALM IN A PLANETARY CRISIS

Adviser
Admiral Cartwright remains by the side of the Federation President throughout the Cetacean probe crisis of 2286, thus ensuring that his superior is kept informed of any important developments.



Technical expertise

Cartwright quickly orders an energy transfer from planetary reserves in order to ensure that a transmission from Admiral Kirk can be received.

OTHER CARDS
IN THIS FILE...

94 COMMODORE STOCKER
105 ADMIRAL NORAH SATIE

SEE OTHER
FILES...

STAR TREK IV:
THE VOYAGE HOME File 75
STAR TREK VI: THE
UNDISCOVERED COUNTRY File 77

PROFILE OF A CONSPIRATOR

NAME: Cartwright

LIFE FORM: Human male

STATUS: Starfleet Admiral

POSITION: Cartwright achieves the post of head of Starfleet security, operating out of Starfleet Headquarters in San Francisco.

FIRST SEEN: STAR TREK IV: THE VOYAGE HOME

Admiral Cartwright is an intelligent and quick-thinking officer, with the ability to remain calm under pressure.



trial of Admiral Kirk and his crew, and smiles broadly and joins in the standing ovation at the verdict; he briefly congratulates several of the crew afterward.

Misguided conspiracy

Admiral Cartwright remains Head of Starfleet Security for the next seven years. His downfall begins in 2293, when Starfleet's top brass propose opening negotiations with the Klingon Empire with

a view to signing a peace treaty, ultimately leading to the dismantling of their space stations and **starbases** along the **Neutral Zone**. Cartwright is appalled, believing it to be suicide to allow the Klingons – whom he describes as the "alien trash" of the galaxy – free access to **Federation** space. Instead, he proposes to wait until the Klingons' energy reserves are exhausted, leaving the

Federation in a much stronger position to dictate terms.

Plotting a conspiracy

Cartwright is, however, outvoted. Surprisingly, given the support he receives from Captain Kirk, Cartwright elects to use Kirk's mission to escort **Chancellor Gorkon** to Earth as the means to destroy all hopes of peace by arranging to have the Chancellor assassinated. Kirk, who has no great love for Klingons, is framed for



Admiral Cartwright

★ Senior official

Cartwright is present at the trial of Admiral James T. Kirk and his senior staff. His position within Starfleet is so senior that he is seated close to Sarek, the Vulcan ambassador throughout the short hearing.



the murder and handed over for trial and punishment. When further peace overtures are made by Gorkon's daughter **Azetbur**, the new Chancellor, Cartwright conspires with the Klingon **General Chang** and the **Romulan Ambassador Nanclus** to assassinate the Federation President during the rearranged peace conference at **Camp Khitomer**. When a group of Starfleet officers, led by Kirk and **Captain Hikaru Sulu** arrive in time to prevent the President's murder, Cartwright tries to use his authority to have them arrested, to no avail. Instead it is he who is arrested.

For the Federation

When considered more closely, the course Cartwright chooses is surprising. Not only is he prepared



★ Level-headed

Cartwright remains calm throughout the Cetacean probe crisis in 2286.

to sacrifice the redoubtable Captain Kirk, who might otherwise have been a staunch ally if the Federation went to war with the Klingons, but he is also condemning millions to death. Cartwright expects the Federation to win a war when the Klingons' power supplies are exhausted, but the willing connivance of the



★ Determining the future

Cartwright plays an important role assisting the Federation President determine a strategy.

Romulans suggests that the winning side would be vastly weakened and ripe for conquest by the Romulans in turn.

Despite being a competent officer for many years, Cartwright's blind hatred of Klingons makes him betray all that he holds precious, and puts an end to a hitherto prominent and illustrious career.



★ Revealed

Admiral Cartwright's involvement in the conspiracy is exposed by the legendary crew of the U.S.S. ENTERPRISE NCC-1701-A at Camp Khitomer in 2293.



★ Fleeing the scene

Admiral Cartwright attempts to flee Camp Khitomer, but is halted by Captain Hikaru Sulu.

NON INTERFERENCE

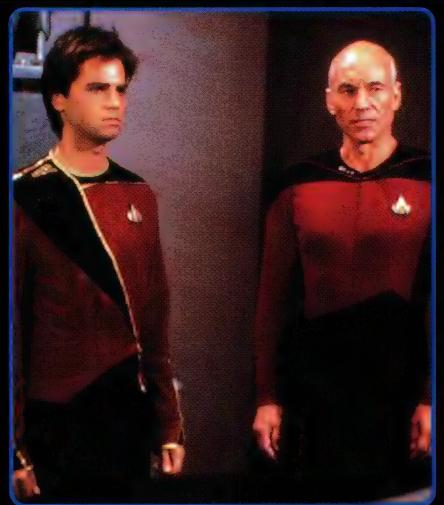
Starfleet's rotten apples

Sadly, the abandonment of long-cherished principles, notably Starfleet's Prime Directive of non-interference with other species, is a recurring problem with which Starfleet has to contend. Some officers are tempted by opportunities to further themselves or pursue a personal agenda; for others, perhaps the pressures of maintaining positions of authority and holding responsibility for many lives become too much to bear.

In the 2260s, several Starfleet personnel either become deranged – for example the former hero Captain Garth – or succumb to an escalating series of circumstances beyond their control. Captain Ronald Tracey, of the U.S.S. Exeter NCC-1672, loses his entire crew to a deadly virus from the planet Omega IV. Clearly unhinged by the experience, Tracey becomes obsessed with finding the key to immortality, and takes sides in a power struggle between the inhabitants of Omega IV before he is disarmed and arrested by Captain James

T. Kirk. Nearly 30 years later, Admiral Cartwright is unmasked as a member of the interplanetary conspiracy responsible for the assassination of Gorkon, the pacifist Chancellor of the Klingon High Council.

Even by the 24th century, Starfleet officers can cause problems. Admiral Mark Jameson finesse the Prime Directive by supplying arms to both sides in a conflict on Mordan IV, leading to a civil war lasting 40 years. Captain Benjamin Maxwell allows his hatred of Cardassians to boil over when he suspects them of breaking a peace treaty with the Federation by covertly rearming. Admiral Kennelly is duped by the Cardassians into a plan to eliminate Bajoran extremists, and Admiral Erik Pressman is found to have violated the Treaty of Algeron by attempting to develop phase-cloaking technology. Despite the many scientific and technological advances made, the unpredictability of human nature means that the behavior of Starfleet personnel should never be taken for granted.



Balance of Power

Admiral Mark Jameson makes the mistake of supplying weapons to both sides in the civil war that takes place on Mordan IV.



Wyatt Miller

Wyatt Miller is genetically bonded to the Betazoid Deanna Troi when he is still a baby, but his destiny is not as clear-cut as it would seem. In 2364, he literally encounters the woman of his dreams, and finally discovers a purpose to his life.

Arranged marriages are a tradition in many cultures, both on Earth and beyond, as they ensure a suitable continuation of the family line, and often lend the culture in question an integrity and cohesiveness. Betazed society, for example, encourages a form of arranged marriage known as genetic bonding, whereby children are telepathically joined at a young age in preparation for their expected marriage.

This ritual is not exclusive to Betazoids, and can include children of other races when both sets of parents agree to the tradition. In the late 2330's, human-born Victoria and Steven Miller betroth their

infant son, Wyatt, to the daughter of their friends Ian Andrew and Lwaxana Troi according to the custom.

Likeable individual

Wyatt Miller grows up to be a shy and artistic young man. He has a quiet, non-confrontational manner, perhaps in part due to the overbearing character of his mother. He wears his brown hair long on his shoulders, and speaks with a vaguely transatlantic accent.

Wyatt trained to be a medical doctor, as his foremost desire has always been to cure the sick and needy. Biological virus analysis was one of his favorite topics at medical school. He read all he could about the Tarellians in



Setting the mood
Wyatt Miller's first gift to Deanna Troi is a Chameleon rose that changes color to reflect her mood.

ARRANGED MARRIAGE



Visionary works
Wyatt Miller is a talented artist, and has produced many paintings of a woman later found to be Ariana.



First kiss
Despite the fact that their marriage is an arranged union, both Deanna and Wyatt appear to have no qualms about spending their lives together.

PROFILE ON WYATT MILLER

NAME: Wyatt Miller

LIFE FORM: Human male

FAMILY: Wyatt is the son of Steven and Victoria Miller.

OCCUPATION: Trained as a medical physician. Wyatt also has artistic tendencies, and regularly paints.

REMARKS: Wyatt chooses to sacrifice his future life with his betrothed, Deanna Troi, in favor of joining the last remaining survivors of the Tarellian race.

FIRST SEEN: 'Haven' [TNG]



Wyatt Miller has a promising future, but he abandons it in favor of joining the crew of a TARELLIAN PLAGUE VESSEL.

particular – an entire race decimated by a homegrown biological weapon.

He has an artistic sense as well, however, revealing his ideas and dreams

through accomplished sketches and drawings. The subject of many of these is a pale, haunted-looking young woman whose face recurs again and again in his dreams over the years. He claims that when he closes his eyes at night, he can even hear her whispering into his mind.

First encounter

The young doctor always believed that this was the face of Deanna Troi, his betrothed, projecting herself in some way into his mind. He is not empathic himself, but in many cases those intimate with Betazoids can come to read their partners in some sense. Wyatt cannot hide his surprise and disappointment when he transports aboard the *U.S.S. Enterprise NCC-1701-D* in mid-2364 and

meets Deanna for the first time. It is obvious from the moment Wyatt arrives that he is vastly preoccupied. He, like Deanna, is not overjoyed at the prospect of their arranged marriage going ahead. He is quietly resigned to the inevitable, however, and puts his best face on the situation. He does admit that he finds his intended wife – now a **Starfleet** officer and counselor – very warm and beautiful, which helps. He gives her an exquisite chameleon rose, which changes color to suit the mood of its owner.

Wyatt puts up with the incessant squabbling between his mother and Lwaxana Troi with good grace. He even claims to like Lwaxana for her honesty, though he admits it can be a little "persistent." He builds



Wyatt Miller



★ Heading

During a conversation with Dr. Crusher Wyatt shows unforeseen knowledge of the Tarellians.

a relationship with Deanna based on their suffering the difficult situation together, but he also respects her for storming out of the pre-marriage ceremony held aboard the *Enterprise* because of the bickering between their mothers.

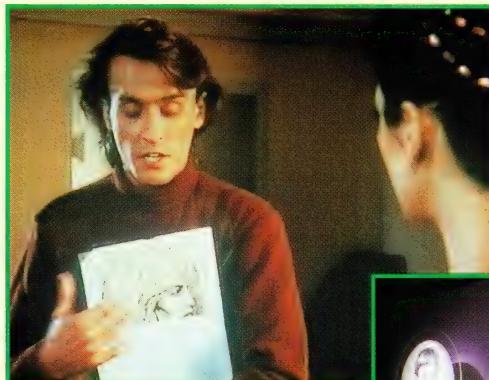
His glee at describing the subdued aftermath to Deanna reveals an impish sense of humor. He even fires off some cheeky comments at **Commander**

William T. Riker, one of Deanna's former beaus, for putting his career ahead of the relationship. Wyatt obviously believes he can be happy with Deanna. He asks her if she really wants to go through with the marriage, and when she replies in the affirmative, he states that he is a very lucky man before kissing her passionately.

The two major elements of Wyatt's life – his career and the woman who plagues his dreams – converge with the news that the last of the Tarellians are en route to the nearby planet **Haven** to die. He

"Please don't mistake a childish fantasy for disappointment. You are so beautiful – I feel honored."

— Wyatt tells Deanna Troi of his feelings.



confers with the **Dr. Beverly Crusher**, and the two put together a package of medicines geared toward the Tarellians' particular needs, which they can beam across without risk of infection.

Revelation

Wyatt is stunned to see on the bridge viewscreen that one of the Tarellian sufferers, **Ariana**, is the woman he sees in his mind. She knows him by name, and shares with him a unique bond that has led her to draw his face countless times, just as he has done with her. Lwaxana Troi describes this phenomenon simply as all living consciousness being inexorably bound together, despite the lengths that rational minds go to explain such things away.



★ Fantasy

Wyatt Miller offers to share his portraits of the mystery woman he vividly has dreams about with Deanna Troi.



★ A new purpose

Wyatt Miller overpowers the transporter chief, knowing that his future is among the last of the Tarellians.

★ Shared visions

Ariana has created several likenesses of Wyatt Miller, just as he has painted portraits of her in his lifetime.



This revelation helps Wyatt comprehend the destiny he always knew he would find on Haven – a destiny he mistakenly assumed involved Deanna. He bids his parents and his betrothed a fond farewell and brazenly beams to the **Tarellian Plague Vessel**. It is effectively suicide, as he can never return for fear of spreading the plague, but Ariana is certain that Wyatt will manage to succeed in his endeavors to cure the remaining Tarellians of their illness.

Wyatt's degree of success is unknown, but regardless of the outcome, he finally finds the calling that has eluded him all his life.

★ True love

Miller finds a purpose in life when he joins Ariana, the woman he sees in his mind, aboard the **TARELLIAN PLAGUE VESSEL**.

STEVEN AND VICTORIA

Meet the parents

Steven and Victoria Miller are Wyatt's rather snobbish parents. The gregarious Steven was Ian Troi's closest friend, but the forbidding Victoria unfortunately has a long-standing feud with Lwaxana Troi. They constantly try to outdo and score points off each other. Victoria wants Captain Jean-Luc Picard to perform the wedding ceremony, for example, whereas Lwaxana wants a traditional nude Betazoid wedding. This characteristically horrifies Victoria. She is later mauled by Lwaxana's pet vine, adding insult to injury.

Steven sides with his wife in most of her arguments with Lwaxana, though they appear to wear him out. Lwaxana ruffles his feathers by stating categorically that she can read in his mind that he is attracted to her and quite excited at the prospect of seeing her naked at a Betazoid ceremony.

Victoria believes romance is alive when she sees Wyatt with Deanna. She is very partial to the young woman, and is proud to have her as her prospective daughter-

in-law. Deanna's outburst at the pre-wedding ceremony thus carries weight; it shames the Millers and Mrs. Troi into compromise. The ceremony ends up being half-Betazoid and half traditional Earth, conducted by Captain Picard, but with some of the party naked.

The situation ends in grief, however, when the Millers' son decides to beam over to the **Tarellian Plague Vessel**. The devastated parents are unable to understand Wyatt's actions, and they leave the *Enterprise* shortly afterward. It is unknown if they ever see their beloved son again.



Confused

Steven and Victoria Miller cannot understand why their only son wishes to join the doomed Tarellians.



Bickering

Victoria Miller and Lwaxana Troi find themselves in dispute over the arrangements regarding the wedding of their children.



Ramuran Weapons and Technology

The Ramura are a secretive race of people who wish to remain anonymous to everyone outside their self-maintained utopia. At their command is an advanced arsenal of tools to help them maintain their secret identity.

The Delta Quadrant is home to a huge variety of races, many of which actively take part in interstellar trade and diplomatic liaisons with other cultures. A number of races do not participate in such activities, preferring instead to maintain a closed society protected against outside contact and influence. The **Ramura** have very specific laws regarding their people – no one is allowed to leave or reveal anything about their society or technology, with transgressors hunted across the galaxy by highly trained **Tracers**. These agents utilize advanced offensive and defensive systems built into their personal equipment, as well as their long-range single pilot vessels. The Tracers are acting on behalf of a people that enjoy a strong and cohesive society – the relatively few disenchanted members who attempt to leave are brought back as a warning to others not to attempt escape, and is seen as a positive and caring action rather than the acts of an oppressive culture.

Natural defenses

Ramuran physiology produces a pheromone that blocks the long-term memories of their existence on other races, leading to any contact with them being forgotten within 24 hours of them leaving a location. Their people are not capable of detection through normal sensors such as **Starfleet tricorders**, and the Ramuran hierarchy actively develops their technology around enhancing this effect, preventing any recollection of their runaways.



▲ Kellin is a former Tracer, an agent responsible for taking escaped, discontented members of the Ramuran race back to their homeworld. Wiping their memories helps with the reintegration.

The events surrounding former Tracer **Kellin**'s attempts to leave her society in 2374 leads to a considerable amount of technological information being attained by the crew of the **U.S.S. Voyager NCC-74656**. This is ultimately removed by Kellin's successful pursuer, and all records of the meeting destroyed apart from a handwritten version recorded by **Commander Chakotay** shortly before all memories fade.

The most formidable tool available to the bounty hunter-like Tracers is the **Ramuran Vessel**, a highly advanced stealth-capable ship. These craft can travel at high warp speeds, are heavily armed, and are equipped for a mission range of over a year. The most prominent feature is the highly advanced cloaking system. The device utilizes a sophisticated polarization technique that causes other races' sensor scans to pass right through it. This makes the *Ramuran Vessel* virtually impossible to find on sensors, leaving a fully operational ship able to shadow its target for up to two weeks without indication of its presence. It is possible to modify **Starfleet** sensors to temporarily detect a *Ramuran Vessel*, but this lasts for only a couple of minutes. It takes the specialist knowledge of a Tracer with a high security clearance to produce a more permanent method of detection, such as altering the Astrometrics sensors aboard *Voyager* to find the ships.

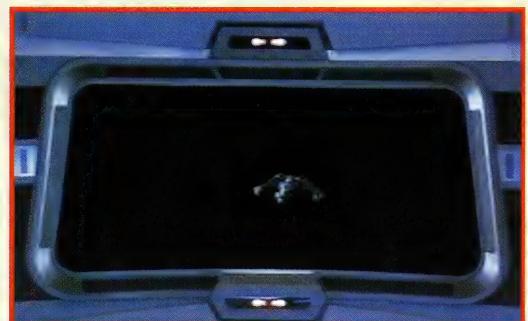
Complete anonymity

Ramuran Vessels have an extremely effective proton-based particle beam weapon that can be discharged while still cloaked, giving them the advantage of total surprise if undetected. The particle beams are very tightly focused, and can penetrate the shields of any known technology. It can even penetrate shields if frequencies are rotated. One defense devised by **Ensign Harry Kim** suggests the scattering of these beams in order to make it more difficult for them to penetrate the shields, although this requires tying the baryon sensors into the deflector controls in order to make the system work.

Tracers have the ability to automatically beam aboard a vessel at any time, even during an attack. To remain undetected, they utilize a personal cloaking device based on the same polarizing technology, giving them the ability to be effectively invisible for several weeks. One effective defense against this cloak is a **magnetron sweep** that can disrupt the polarization field, instantly revealing the



▲ Former Tracer Kellin makes use of her hand phaser. Such technology is standard issue for all Tracer agents.



▲ RAMURAN VESSELS are difficult to detect due to the advanced polarization techniques used to hide them. Sensor modifications can make them visible for short periods of time.



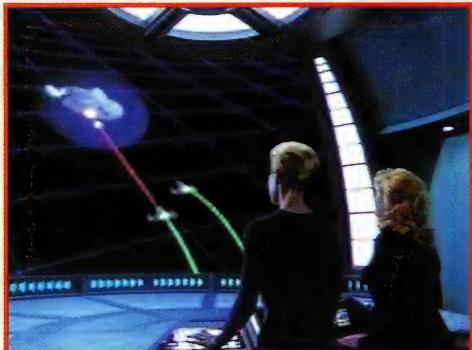
▲ Kellin keeps complete records of her vessel's movements through the Delta Quadrant, including its journey alongside the **U.S.S. VOYAGER NCC-74656** in 2374.



▲ It is only by employing a magnetron sweep that a Tracer agent is able to be made visible through their cloak. Such methods destabilize the cloak's polarization field.



Ramuran Weapons and Technology



With Kellin's help, Seven can identify the cloaked RAMURAN VESSELS as they approach and attack the U.S.S. VOYAGER, enabling swift retaliation.

runaway. An obvious drawback of this is that a race must know they have an intruder in the first place in order to track it down. Under some circumstances, a malfunction in the cloak may occur, triggering the internal sensors of a vessel, such as during Kellin's mission to *Voyager*. The Tracer is equipped for defending themselves, and supplied with a hand weapon that is a match for any Starfleet phaser. Tracers may be highly skilled in combat techniques but they would rather take their quarry and leave without conflict, allowing any outside race to naturally forget about their appearance. In addition to emitting 'forgetful' pheromones, Tracers can erase data with the aid of sophisticated computer viruses that remove all trace of their movements without leaving any evidence of tampering.

Reintegration

Once a runaway has been detected and apprehended by a Tracer, it is the duty of the Tracer to immediately remove the long-term memories of the individual in order to reintegrate them into Ramuran society. This makes them far easier – and certainly more



The Tracer holds a neurolytic emitter, almost ready for activation. The device is capable of deleting all long-term memories of the runaway Ramuran individual.

willing – to transport back to Ramura. It is a great disgrace for a Tracer to return home empty handed, and the use of the **neurolytic emitter** to delete both short-term and long-term recollection of other races is the most powerful tool at their disposal in the reintegration of individuals. The neurolytic emitter is a handheld device that consists of a main circular grip with an indented upper surface containing the activation mechanism. This short cylindrical stock is constructed from a polished alloy and black materials, and connects to a narrower forward facing column. This supports the emitter band at the front of the device. The left and right curved sections are held horizontally, and pointed at the runaway. Once the device is activated, a series of diodes running outward and backward on either side of the emitter glow; simultaneously, a bright white-orange beam is projected around the individual. Within a few seconds the emitter begins its irreversible process, firstly removing the short-term memory, and then the long-term memory. Within 24 hours, the runaway has no recollections of their feelings for escape, and is taken back to the Ramuran homeworld



Upon activation, the neurolytic emitter transmits a visible particle beam from the top end of the device toward the neural cluster of the intended target.



As the beam hits, all long-term memories that the renegade may have obtained during their time away from the Ramuran homeworld are removed.

aboard the Tracer's vessel. Most Tracers claim to have no idea how the neurolytic emitters work, and do not know how the effects can be reversed – even if they did, they would never divulge this information in order to maintain the continual protection of their society.

DEFATING THE RAMURAN'S SOPHISTICATED TECHNOLOGY

Love letters

Due to the Ramura's superior technological achievements in the art of disguising themselves, they are capable of removing all knowledge of themselves in both the mind and the computers. This effectively removes all presence of them, enabling the secret society to disappear from whence they came.

When Commander Chakotay becomes romantically involved with the renegade Ramuran Kellin for the second time, the Tracers are more determined to get her back. Upon their success, both computer records and memory engrams regarding the Ramura are wiped. Chakotay is unwilling to forget the love that they shared, and employs the old-fashioned method of pen and paper in order to record the information about their time together. This information, in the form of a personal log, will never be integrated into the computer, thus cannot be erased by the installed computer virus. Barring accidents to the original document, the information will remain a permanent record of the Commander's feelings.



Chakotay takes advantage of his memories in order to make a written record of his relationship with Kellin.



Kellin renews her relationship with Commander Chakotay aboard the U.S.S. VOYAGER NCC-74656, despite the fact that he cannot remember her.

Chakotay is initially suspicious of Kellin, as no evidence of her previous visit to VOYAGER exists, other than that which she provides.

Racing Uniforms

The opportunity to enter the *Delta Flyer* in the Antarian Trans-stellar Rally leads to the crew of the *U.S.S. Voyager* **NCC-74656** designing a new variation of the standard Starfleet uniform to be worn by their race crew.

A number of variations on the single piece Starfleet jumpsuit are introduced from the late 2360's, and include the single piece coverall duty uniform worn by the crew of the *Intrepid*-class ***U.S.S. Voyager NCC-74656*** in 2371. Incorporating the common gray-blue jersey worn inside the upper part of the jumpsuit, the uniform has standard colored departmental panels on the shoulders, descending into the common black color that forms the waist and trouser area. The jumpsuit terminates just over the standard issue Starfleet boot. In keeping with all Starfleet uniforms, the comfort of the individual is seen as being of particular importance, although the material has to be hard-wearing and durable for extended use. During *Voyager*'s journey through the **Delta Quadrant**, no significant changes are made to this outfit, despite an unusual variation of the standard uniform being designed in 2377. This special variation is produced when **Lt. Tom Paris, Ensign Harry Kim and Chief Engineer B'Elanna Torres** enter the Antarian Trans-stellar Rally.

Presenting rally colors

Why the decision was made to produce new uniforms instead of using standard Starfleet clothing is unclear, although every member of the two person crew taking part in this prestigious race wears identical team uniforms during the pre- and post-race celebrations. Harry Kim and Tom Paris are the first Starfleet team members to wear these uniforms, displaying their new garb during the meeting with other competitors aboard *Voyager*. The uniforms

The uniform itself is divided into sections by a series of red piping dividers. These bind together the three types of material used in the uniform in an aesthetically-pleasing manner.



Ensign Harry Kim and Lt. Tom Paris display the racing uniforms during the pre-competition party aboard the *U.S.S. VOYAGER* **NCC-74656**.

The fastenings along the front of the uniforms are made from the same material, and fit over the main body of the uniform to form a secure binding.

1 Uniform variation The racing uniform is a departure from the original duty uniform design, yet it retains a large amount of the duty uniform style. The shoulder panels still exist in the design, as does the positioning of the front opening. The collar is retained, as is the familiar cut over the boot at the base of the garment.

The front grey paneling continues down to the foot via the inside leg. The material is a non-reflective, hard-wearing fabric. The Starfleet communicator is positioned in the traditional place: upon the left breast for easy activation with the right hand.



Chief Engineer B'Elanna Torres dons the racing uniform after taking over from Ensign Kim in an attempt to reconcile her relationship with Tom Paris.

Racing Uniforms

certainly help to distinguish them from the other Starfleet officers attending the ceremonies, and continue to be worn by Kim and Paris during their preparations for the rally. Kim's subsequent replacement by B'Elanna Torres shows that the team uniforms are perfectly suited for use by both female and male competitors.

Single-piece uniform

The race uniform differs in a number of ways from the standard Starfleet jumpsuit, exhibiting a series of details that are not present in the normal duty uniform. The overall nature of the outfit is still a single piece garment with fastenings running along the center of the front, but the use of color and material is employed to far more striking effect. Incorporating a familiar shoulder section from the upper part of the chest, the color chosen is white and non-representational of any Starfleet department (although white is used in the dress uniforms of senior officers within the **Alpha Quadrant** in the uniforms 2375 variation). The upper section is completely unbroken in color, and features downward facing chevrons on the outer sleeves similar to the standard uniforms. Running between this panel and every separate part of the garment is a narrow strip of red piping, which produces an aesthetically pleasing contrast between the upper white section and lower gray area at the back of the uniform.

Unique fastening

The neck section of the race uniform is a wraparound design and completely hides any clothing worn beneath the jumpsuit. The raised plain collar with a white tab overlapping from left to right conceals the fastening mechanism, and is noteworthy as it does not display any rank pips for the officers wearing the uniforms. Running vertically down the middle of the uniform are several other fastenings of identical size to the collar tab, which are manufactured from the same gray material that forms the tapered central panel on the front and back of the uniform. Fastenings run to the waist, allowing the garment to be opened and slipped off down around the legs in the same manner as the standard duty clothing. The central gray paneling gives the illusion of the jumpsuit being far more fitted than the normal duty uniform, although there is plenty of room in the upper chest area and around the waist and upper

thighs to allow ease of movement during maintenance, repair or during the race.

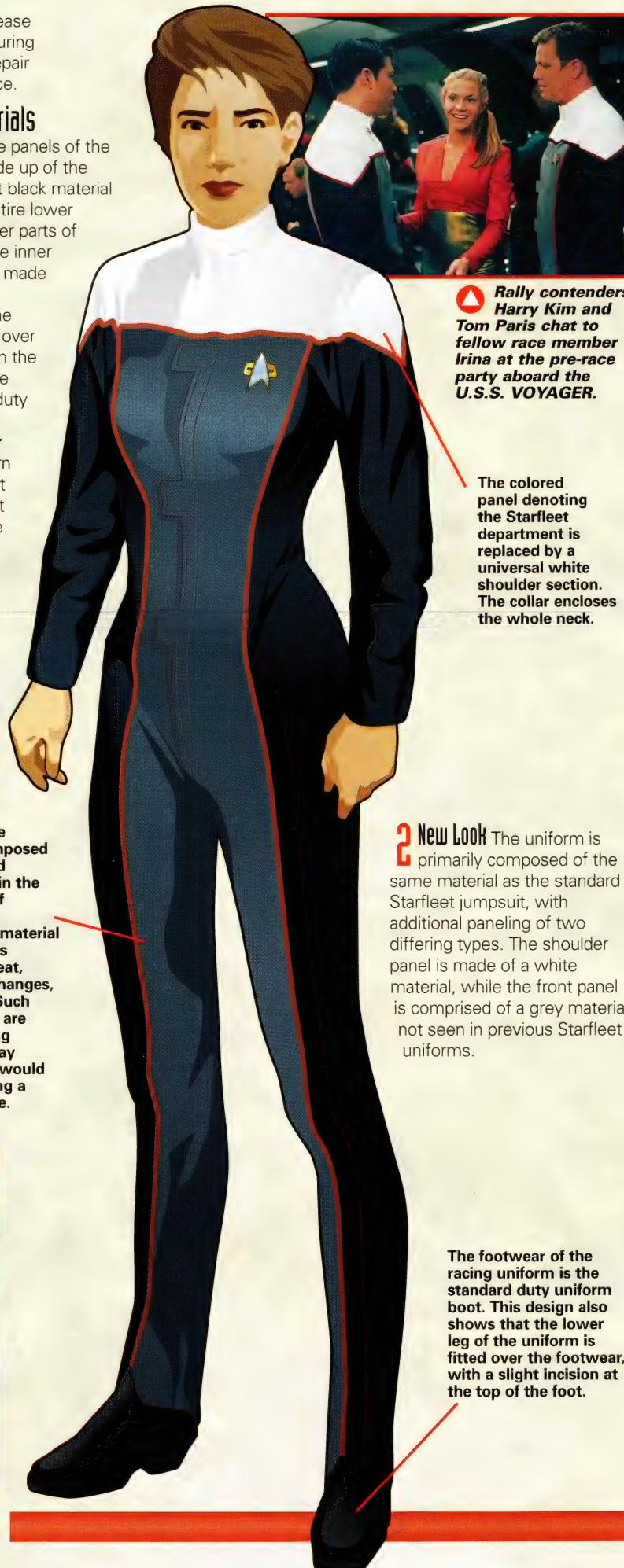
Adapted materials

The outer side panels of the uniform are made up of the familiar Starfleet black material and form the entire lower sleeves and outer parts of the trousers. The inner leg sections are made up of the gray material, with the lower leg fitting over the duty boots in the same way as the standard issue duty uniform.

Communicator badges

badges are worn on the upper left part of the chest just like they are on standard uniforms, positioned below the light red piping separating the upper white shoulder panel and the lower gray chest section.

This part of the uniform is composed of the standard material used in the construction of Starfleet duty uniforms. The material is known for its resilience to heat, atmospheric changes, and damage. Such characteristics are essential during dangerous away missions, and would be a help during a dangerous race.



Rally contenders
Harry Kim and
Tom Paris chat to
fellow race member
Irina at the pre-race
party aboard the
U.S.S. VOYAGER.

The colored panel denoting the Starfleet department is replaced by a universal white shoulder section. The collar encloses the whole neck.

2 New Look The uniform is primarily composed of the same material as the standard Starfleet jumpsuit, with additional paneling of two differing types. The shoulder panel is made of a white material, while the front panel is comprised of a grey material not seen in previous Starfleet uniforms.

The footwear of the racing uniform is the standard duty uniform boot. This design also shows that the lower leg of the uniform is fitted over the footwear, with a slight incision at the top of the foot.



Chief Engineer B'Elanna Torres and Lt. Tom Paris crew the advanced **DELTA FLYER** in an attempt to win the **Antarian Trans-stellar Rally**.



FILE 78 STAR TREK GENERATIONS

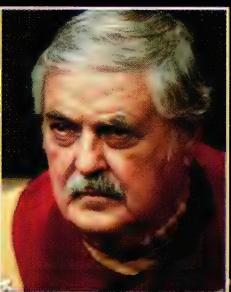
STAR TREK GENERATIONS Index

Part 1 A selfless act of bravery results in the loss of legendary Starfleet Captain James T. Kirk during the launch of the *U.S.S. Enterprise NCC-1701-B* in 2293. This devastating incident is later found to have repercussions for the crew of the *U.S.S. Enterprise NCC-1701-D*, as they engage a foe with a single-minded appetite for destruction.

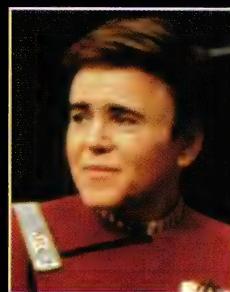
PERSONNEL



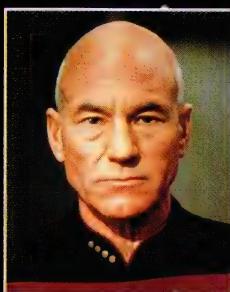
Captain Kirk
File 43 Card 3A



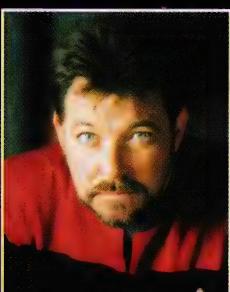
Captain Scott
File 43 Card 6



Cmdr. Chekov
File 43 Card 8



Captain Picard
File 43 Card 27



Cmdr. Riker
File 43 Card 28



Lt. Cmdr. Data
File 43 Card 29



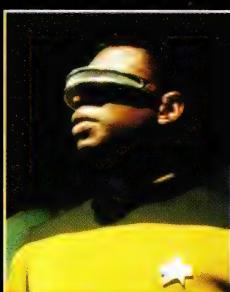
Cmdr. Troi
File 43 Card 30



Dr. Crusher
File 43 Card 31



Lt. Cmdr. Worf
File 43 Card 32



Lt. Cmdr. La Forge
File 43 Card 33



Guinan
File 53 Card 1



Captain Harriman
File 78

U.S.S. ENTERPRISE NCC-1701-B



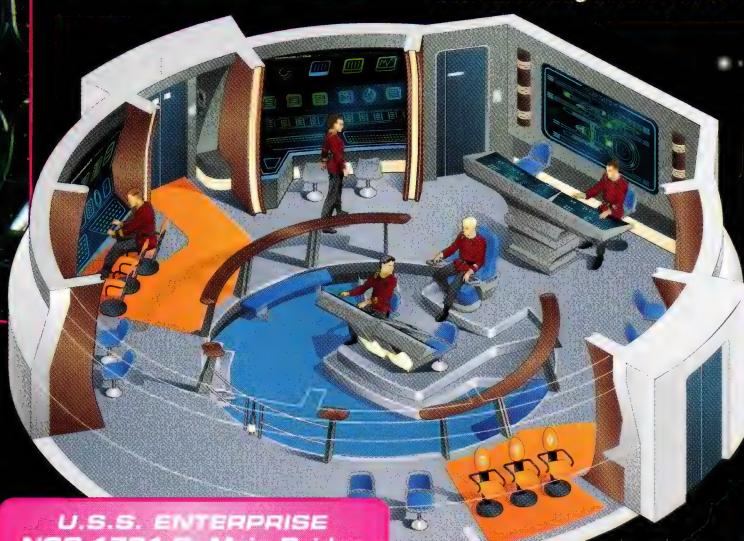
▲ The *U.S.S. Enterprise NCC-1701-B* is launched from spacedock in 2293.

◀ Captain James T. Kirk appears to sacrifice his life while reconfiguring controls in the *U.S.S. Enterprise*'s deflector relay control

Deflector Control Room
File 23 Card 3

**U.S.S. ENTERPRISE
NCC-1701-B**
File 23 Card 1

▼ The bridge of the new *ENTERPRISE* retains the circular layout of earlier vessels, but includes many new technological advances.



**U.S.S. ENTERPRISE
NCC-1701-B: Main Bridge**
File 23 Card 2

room to save the ship from the Nexus.



STAR TREK GENERATIONS Index Part 1



UNIFORMS

Standard Issue
Equipment: 2366
File 61 Card 6AStarfleet
Uniforms: 2369
File 61 Card 7

SAUCER SEPARATION

Saucer Section
Separation
File 19 Card 3E

The crew of the U.S.S. ENTERPRISE NCC-1701-D are forced to evacuate the stardrive section after it sustains irreparable damage during a battle with the Duras sister's KLINGON BIRD-OF-PREY in 2371.

U.S.S. ENTERPRISE NCC-1701-D

U.S.S. ENTERPRISE
NCC-1701-D
File 25 Card 1

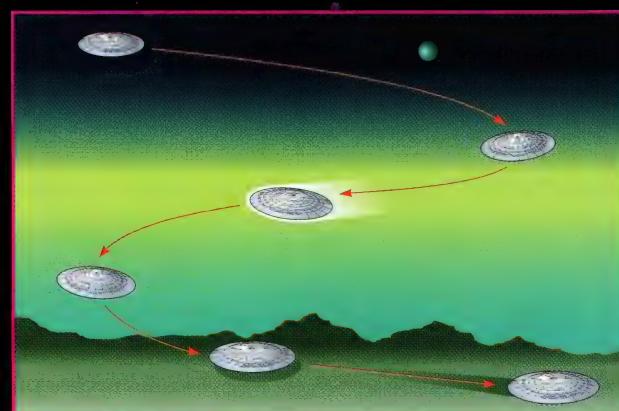
The U.S.S. ENTERPRISE NCC-1701-D undertakes its final mission in 2371, when it investigates Dr. Tolan Soran's nefarious plot to destroy the Veridian star.



The advanced stellar cartography facility aboard the U.S.S. ENTERPRISE NCC-1701-D can project detailed holographic images of starcharts and spatial phenomena.

Stellar Cartography
File 25 Card 26U.S.S. ENTERPRISE NCC-1701-D: Bridge
File 25 Card 5E

EMERGENCY LANDING

Emergency
Landing of the
Saucer Section
File 19 Card 3D

The ENTERPRISE saucer section is thrust into the atmosphere of Veridian III, where it comes to a rest on the planet surface.

STAR TREK
GENERATIONS FILES

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SECTION 6: STARSHIP LOG

78	STAR TREK GENERATIONS
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M update

Milo Holographic citizen of the **Fair Haven** program. Milo started a panic by suggesting that **Tom Paris** and his friends were evil spirits, conspiring to effect Fair Haven's total annihilation. (*Starship Log: 'Spirit Folk'* [VOY]) **SEE FILES 29, 71**



mint tea Fragrant, soothing beverage created by boiling leaves. In 2368, **Sarek**'s wife, **Perrin**, appreciated the mint tea aboard the **U.S.S. Enterprise NCC-1701-D** because the **Vulcan** version was unrecognizable. (*Starship Log: 'Unification'*, Part I [TNG]) **SEE FILE 69**

Miral **B'Elanna Torres**'s mother. Miral's strict **Klingon** beliefs ruined her marriage to B'Elanna's human father, and thwarted a harmonious mother-daughter relationship. Miral died in 2376, dishonored by B'Elanna's rejection of her traditions. (*Starship Log: 'Barge of the Dead'* [VOY]) **SEE FILES 71**

Mission: Impossible Rain Robinson's favorite television show. Having viewed every episode of *Mission: Impossible*, Robinson believed she had the skills to assess **Tom Paris** and **Tuvok** as potential secret agents. (*Starship Log: 'Future's End'*, Part 2 [VOY]) **SEE FILE 71**

Mitchell, Crewman Male junction operator aboard the **U.S.S. Voyager NCC-74656** in 2376. Mitchell was taken aback to find **Captain Kathryn Janeway** wandering around his area looking for **Crewman Mortimer Harren**. (*Starship Log: 'Good Shepherd'* [VOY]) **SEE FILES 29, 71**

Mobar Delta Quadrant con-man who played the part of **Tuvok** to **Dala's Captain Kathryn Janeway**. Eventually, Mobar was brought to justice by the real Tuvok. (*Starship Log: 'Live Fast and Prosper'* [VOY]) **SEE FILES 40, 58, 71**



The alien Mobar tries to pass himself off as the U.S.S. VOYAGER NCC-74656's Security Chief Tuvok – with great success. In this guise, he and his comrades manage to con many people.

Rain Robinson is convinced that **U.S.S. VOYAGER NCC-74656** crew members **Tom Paris** and **Tuvok** are secret agents. She admits to watching too much *Mission: Impossible* on television.

Mobius Inversion A spatial anomaly with **level 6 subspace distortions** and **gravimetric shears** employed as the last third of the **Antarian Trans-stellar Rally**. **Lt. Tom Paris** called it a "little wormhole with big attitude." (*Starship Log: 'Drive'* [VOY]) **SEE FILES 18, 71**

mocha, Vulcan Strong coffee drink mixture with chocolate flavoring. If **Harry Kim** had not been assigned to the **U.S.S. Voyager NCC-74656**, he would have started each day with a Vulcan mocha, extra sweet. (*Starship Log: 'Non Sequitur'* [VOY]) **SEE FILES 71**

Mojave Captain Christopher Pike's birthplace. The city, found on Earth in the southwestern area of the North American continent, was known for its tall cities and generous parklands. (*Starship Log: 'The Cage'* [TOS]) **SEE FILES 43, 68**

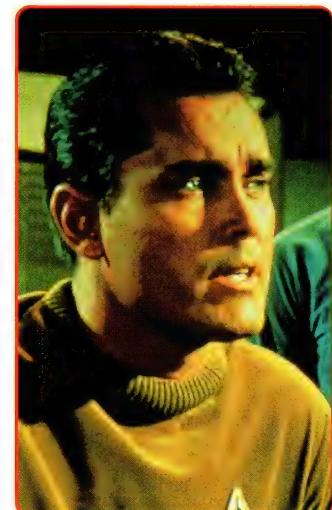
Mok'tah Klingon word used by **B'Elanna Torres**'s grandmother meaning 'bad match' – a romantically-linked couple not suited for each other. Before marrying **Tom Paris**, B'Elanna Torres suspected their relationship was a Mok'tah. (*Starship Log: 'Drive'* [VOY]) **SEE FILES 43, 71**

Mom's Apple Pie Name of a comfort-food dessert created by **Neelix** to make **Harry Kim** feel better after the geodesic fold fiasco. Though Mom's Apple Pie looked unappetizing, Harry Kim found it enjoyable. (*Starship Log: 'Inside Man'* [VOY]) **SEE FILES 71**

Monean Council of Sovereigns Decision-makers for the **Monean Maritime Sovereignty**. Branches of the Monean Council include the **Sub-Committees for Life Support and Agriculture**. **Deputy Consul Burkus**'s actions reflected the Council's limited forethought. (*Starship Log: 'Thirty Days'* [VOY]) **SEE FILES 18, 71**

monotanium Hull plating material employed by the **Hirogen**. Monotanium hull plating and **tylium**-based power helped identify a large ship, later confirmed as a holographic training facility, as being Hirogen. (*Starship Log: 'Flesh and Blood'* [VOY]) **SEE FILES 71**

Milo
mint tea
Miral
Mission: Impossible
Mitchell, Crewman
Mobar
Mobius Inversion
mocha, Vulcan
Mojave
Mok'tah
Mom's Apple Pie
Monean Council of Sovereigns
monotanium
Mordoc
moreka
Morin
Morphinian
morphogenic
Morrow, James
Moss, Gerald
Mountain
Mulchaey, Edith
Mulligan, Father
Mustang



The Talosians create a replica of Christopher Pike's home city, the Mojave region of America, in order to imprison him in 2254.



A councilor from the Monean Council of Sovereigns talks to Captain Kathryn Janeway about his planet's current ecology.



Mordoc Whip-wielding **Ferengi** who helped ambush an away team from the **U.S.S. Enterprise NCC-1701-D** during first-contact with humans on **Delphi Ardu**. Mordoc was particularly disgusted by **Tasha Yar**'s attire. (*Starship Log: 'The Last Outpost'* [TNG]) **SEE FILES 69**

▲ **Mordoc, with cohorts Letek and Taar, attack Lt. Worf in retaliation for apparently stranding their ship in orbit.**

moreka Crop grown in **Rakantha Province** on **Bajor**. **Kai Winn** wanted to export moreka, **boton**, and **salam grass** to boost Bajor's coffers, but could not begin planting until **soil reclaimers** rehabilitated the land. (*Starship Log: 'Shakaar'* [DS9]) **SEE FILES 70**

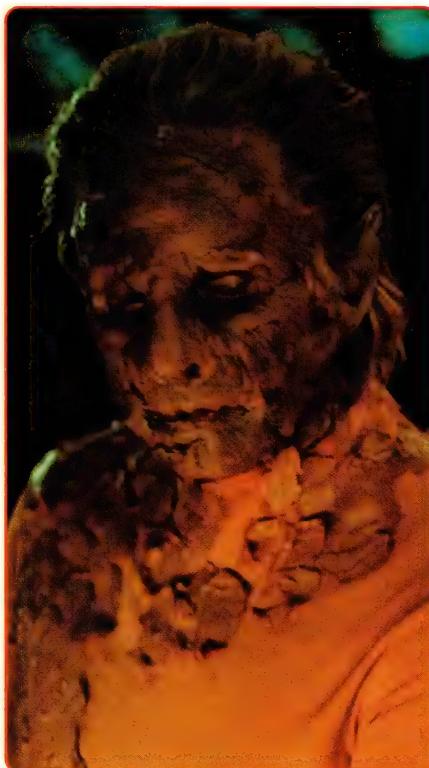
Morin **Vaadwaur** soldier who spent hundreds of years in stasis until being revived by the **U.S.S. Voyager NCC-74656**'s crew. Morin, a tactical officer, took orders from **Lt. Gaul**. (*Starship Log: 'Dragon's Teeth'* [VOY]) **SEE FILES 71**

Morphinian Nationality of a **Markonian outpost** café owner who was arrested, along with seven members of **U.S.S. Voyager NCC-74656**'s crew and 13 **Kinbori**, for engaging in a fistfight on the outpost. (*Starship Log: 'Survival Instinct'* [VOY]) **SEE FILES 71**

morphogenic

Having to do with the internal processes that give Changelings the power to alter their forms. Morphogenic enzymes are neurochemicals that affect the morphogenic matrix, the underlying structure of a Changeling's body. The covert **Federation** organization **Section 31** created a deadly morphogenic virus that inhibited the **Founders** from changing shape during the latter part of the **Dominion war**. (*Starship Log: 'Things Past'* [DS9]) **SEE FILES 16, 19, 54, 70**

► **The Female Changeling is unable to shapeshift due to the morphogenic virus that is inflicted upon her by the covert organization Section 31 in 2375.**



Morrow, James Individual assigned to the **U.S.S. Equinox NCC-72381** under **Captain Rudolph Ransom**. In 2376 Morrow was stripped of rank and joined the **U.S.S. Voyager NCC-74656**. Only four other **Equinox** crewmembers survived. (*Starship Log: 'Equinox', Part II* [VOY]) **SEE FILES 29, 71**



Moss, Gerald Press Relations professional associated with the **Millennium Gate** project at the beginning of the 21st Century. Moss offered **Shannon O'Donnell** a job provided she altered **Henry Janeway**'s anti-Millennium Gate stance. (*Starship Log: '11:59'* [VOY]) **SEE FILES 44, 71**

► **Gerald Moss is part of the commission that builds the Millennium Gate to celebrate the start of the 21st Century.**

Mountain A sports team on the **Delta Quadrant**'s time differential planet. During the **Doctor**'s three-year stay there, he became a Mountain fan and saw the legendary **Torelius** play against **Red River**. (*Starship Log: 'Blink of an Eye'* [VOY]) **SEE FILES 18, 71**

Mulchaeq, Edith Holographic citizen of the **Fair Haven** program who contributed to the fear that **Kathryn Janeway** and others had evil intentions toward their village by recounting a magical rescue affected by Janeway. (*Starship Log: 'Spirit Folk'* [VOY]) **SEE FILES 71**

Mulligan, Father Name of the village priest at **Saint Mary's church** in **U.S.S. Voyager NCC-74656's** **Fair Haven** holoprogram. The **Doctor**, who played the Mulligan role, was suspected of being an evil spirit. (*Starship Log: 'Fair Haven'* [VOY]) **SEE FILES 29, 43, 71**



▲ **The U.S.S. VOYAGER NCC-74656's Emergency Medical Hologram temporarily finds religion in Tom Paris's holographic town of Fair Haven. He plays the village priest Father Mulligan.**

Mustang Name of an internal combustion engine vehicle manufactured in mid-20th century Earth. **Tom Paris**'s attempt at teaching **Harry Kim** to drive a '69 Mustang hologram resulted in the destruction of property. (*Starship Log: 'Someone to Watch Over Me'* [VOY]) **SEE FILES 71**



UNITED FEDERATION OF PLANETS STARFLEET DIVISION

SYSTEM: SOL/EARTH - SAN FRANCISCO, NORTH AMERICA
cc: UTOPIA PLANITIA FLEET YARDS, MARS

NAME:

THE MIDAS ARRAY

LOCATION:

THE MUTARA SECTOR

REGISTRATION NO:

N/A

The *Midas Array* is one of Starfleet's major deep space communications devices, which, in 2376, succeeds in transmitting a message to the depths of the Delta Quadrant.

The Federation is constantly developing new technology to enable the farthest corners of the Galaxy to be brought a little nearer. This might take the form of a deep space telescope that can transmit images of distant sectors and phenomena – such as the *Argus Array* three light years from the old **Cardassian** border – or a communications apparatus designed to relay messages over extended distances. The *Midas Array* is an example of the latter. The loose acronym Midas is derived from **Mutara Interdimensional Deep Space Transponder Array**.

The central hub of the array vaguely resembles a huge hemisphere, not dissimilar to the dishes of radio telescopes built on Earth in the 20th century. It is split into six identical triangular sections or panels, the outer edges of which form the hexagonal dish when joined together. These sections are grouped into pairs which are separated from each other by a thin wedge. There is a small dimple on the underside of the hemisphere where the panels meet in the center.

Unique Configuration

Two different sets of appendages radiate from this central hub. The most prominent are three long, slim arms extending from the equidistant wedges separating the panels. They are split into six roughly equivalent segments, bar the more substantial segment attaching the arm to the hub and the slightly slimmer tip. Unspecified connecting lines run the length of these arms above and below 180 degrees, and small lights highlight the **Starfleet** emblems stamped on the main hub, near the connection point of each of the long, thin appendages. The outermost five segments of these longer arms support the sensor panels that send and receive communications. One panel extends to either side of the segment. They are colored blue, as with all of the array's active surfaces.

The first, third, and fifth sensor fins, counting out along the arm, are wedge-shaped and quite large. They are separated by much smaller triangular fins on the second, fourth, and sixth segments, each of which fit snugly into the spaces left by the larger fins.

Three smaller appendages splay out from the central section, from the point formed by the join between two of the hub panels. These appear to be the **graviton emitters** that enable messages to be sent over long distances, and resemble a somewhat squashed version of the wedge-shaped sensor panels, giving them an almost triangular shape. They are made up of panels joined together to form the larger whole, in concert with the design of the array itself. They are also slightly concave, forming an upward-facing dish that mirrors the central hub.

The smaller appendages change from a plane equal to the longer arms to a 45-degree position when the *Midas Array*'s control matrix is activated. A small, rounded probe rises from the center of the hub at the same time. This free-floating device appears to act as a focusing mechanism for the graviton energy released by the emitters.

The *Midas Array* serves many useful purposes for the Federation, but one of its most radical tasks comes in 2376, when **Lt. Reginald Barclay**



When activated, the small central section of the *MIDAS ARRAY* levitates away from the main structure of the device in order to maintain the uninterrupted transmission of the data stream.

of the **Pathfinder Project** hypothesizes that it could be used to establish contact with the **U.S.S. Voyager NCC-74656** in the **Delta Quadrant**.

The key factor in Barclay's theory is a **Class-B itinerant pulsar** that passes within four billion kilometers of the array at irregular intervals. A tachyon beam aimed at the pulsar would provide enough gravimetric energy to form a tiny artificial singularity, or microwormhole. The final part of the scheme requires an adjustment to the phase alignment to direct the wormhole's trajectory toward the Delta Quadrant.

Open hailing frequencies!

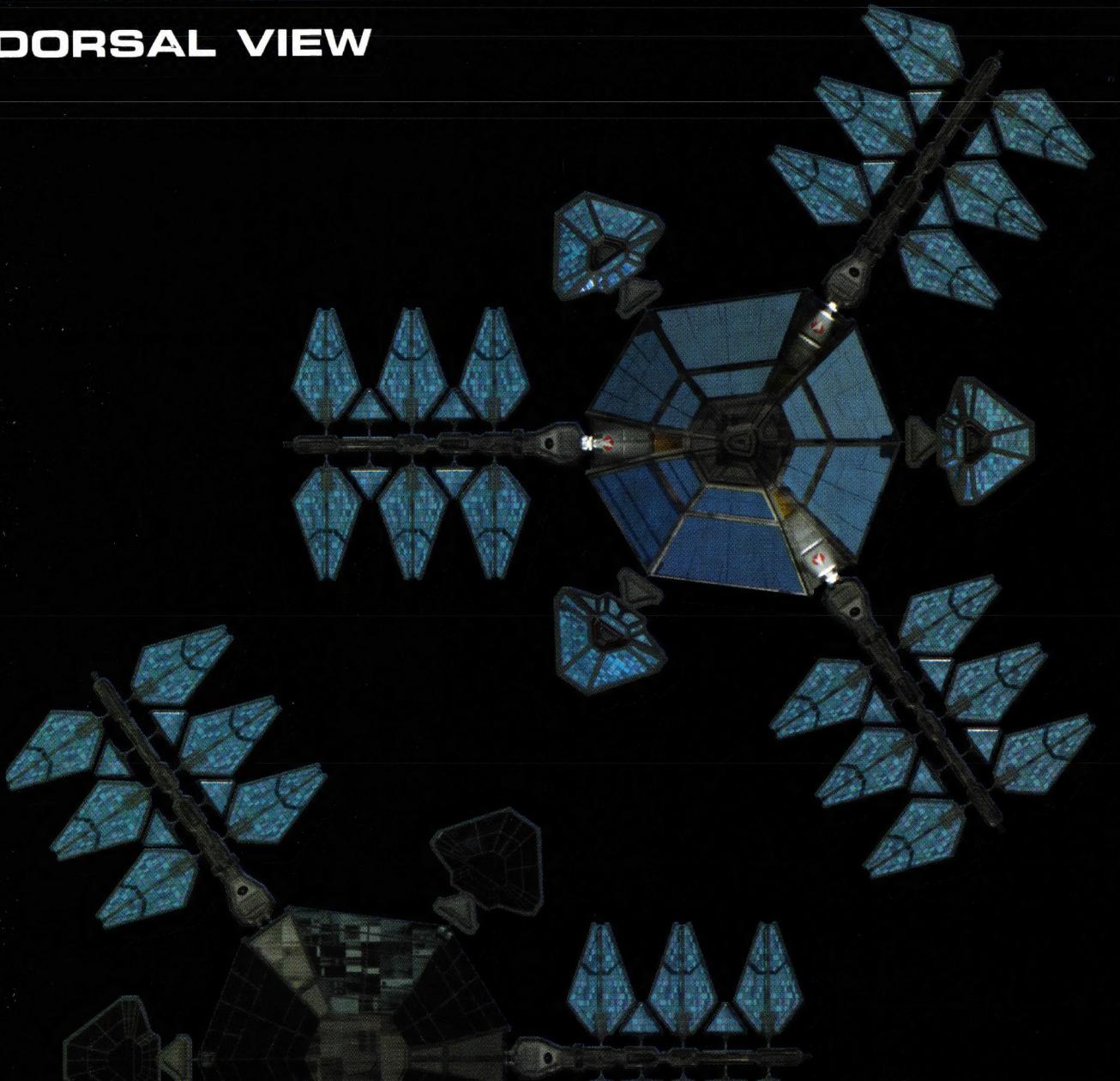
This scheme is successfully executed by Barclay, and the *Midas Array* relays an audio message to *Voyager* on a Starfleet emergency channel. Two-way communication is established for a short time, bringing with it the possibility of regular contact with the **Alpha Quadrant**.

The *Midas Array* becomes an integral part of the **Pathfinder Project** from this point onward, and a **Vulcan** team are soon set to work redeploying the array in preparation for it acting as a conduit for revolutionary **hypersubspace** technology. This breakthrough effectively means that a signal that would normally take years to reach the Delta Quadrant can do so in just a matter of days.

STARSHIP FACTS

- A **cyclic pulsar** that peaks once every 32 days is used to amplify the signals from the *Midas Array*. This ensures that the crew of the **U.S.S. Voyager NCC-74656** can receive tactical updates and letters from home once a month.
- The *Midas Array* can also be used to transmit holographic data; in 2376, the **Doctor** is sent to the **Alpha Quadrant** in an effort to treat the ailing **Dr. Lewis Zimmerman**. The following year, **Lt. Reg Barclay** attempts to transmit a holographic version of himself to the **U.S.S. Voyager NCC-74656**, but the datastream is intercepted by three **Ferengi** who intend to use it for their own profitable gain.

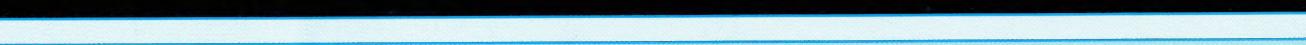
DORSAL VIEW



VENTRAL VIEW



SIDE VIEW



NAME: **THE MIDAS ARRAY**
LOCATION: **THE MUTARA SECTOR**



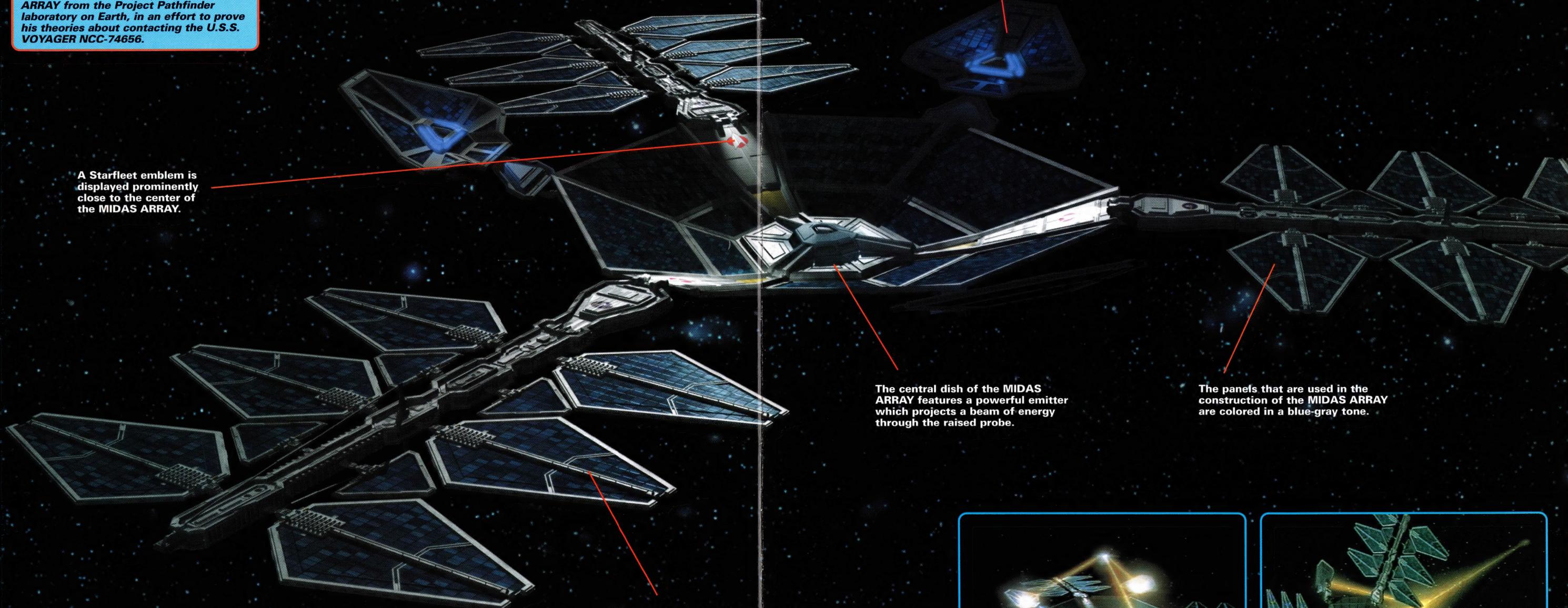
Lt. Barclay is able to activate the MIDAS ARRAY from the Project Pathfinder laboratory on Earth, in an effort to prove his theories about contacting the U.S.S. VOYAGER NCC-74656.

REGISTRATION NO:

N/A

FILE 32 CARD 16

When the MIDAS ARRAY is activated, a small rounded probe detaches from the central dish and rises away from the device. This allows a transmission to be focused directly on its distant intended destination.



The MIDAS ARRAY features three arms that stretch away from the main body of the device. Each section comprises a number of intricately fitted panels.

SEE OTHER FILES...

GUIDE TO FEDERATION STARFLEET:.....File 19
U.S.S. VOYAGER NCC-74656:.....File 29
STARFLEET PERSONNEL:.....File 43
STAR TREK: VOYAGER:File 71

FEDERATION STARFLEET

FILE 32 CARD 16



FILE 32 STARBASES AND SPACE STATIONS

THE MIDAS ARRAY

Facility: Deep space communications array.
Procedures: Experimental long-range communications.
Crew: None – the *Midas Array* is operated from Earth.
Location: The Mutara Sector in the Alpha Quadrant.

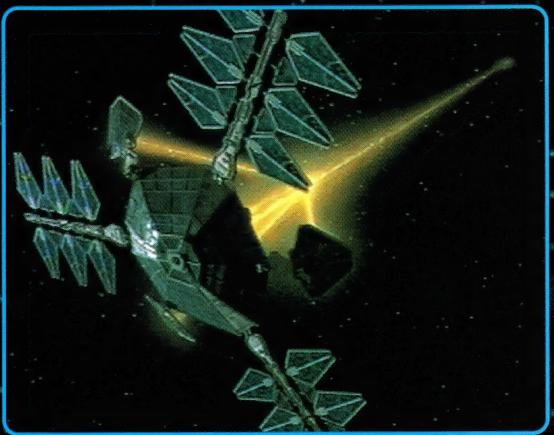
Three smaller appendages are located between the longer arms. These pivot upward and project a beam of energy when a transmission is sent.

The central dish of the MIDAS ARRAY features a powerful emitter which projects a beam of energy through the raised probe.

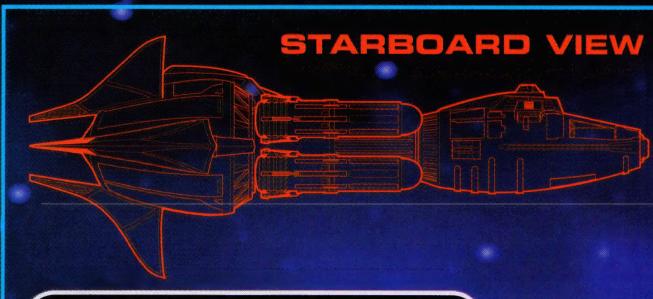
The panels that are used in the construction of the MIDAS ARRAY are colored in a blue-gray tone.



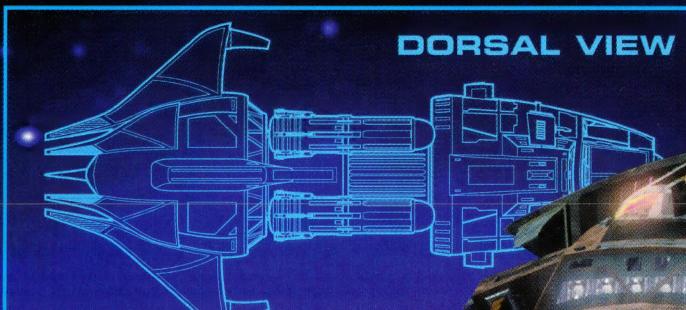
When the MIDAS ARRAY is activated, beams of energy are projected from three of the panels, toward the small, raised probe.



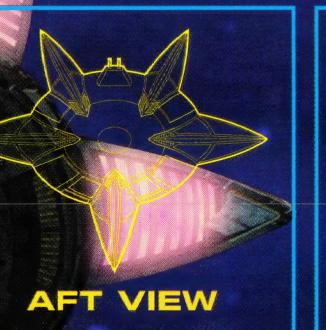
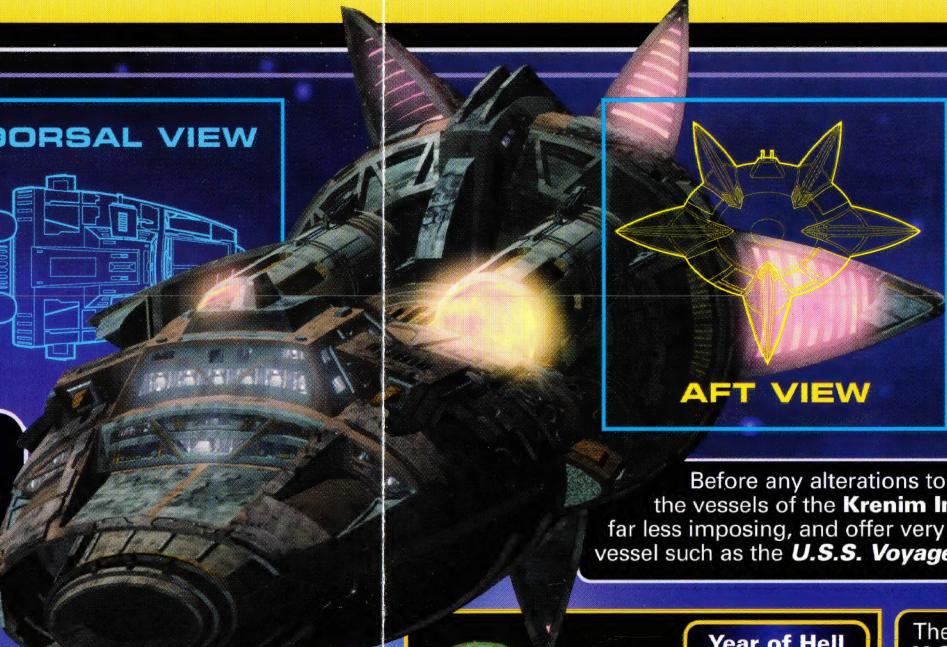
The central dish of the MIDAS ARRAY projects a further beam of energy which directs the transmission toward its intended destination.



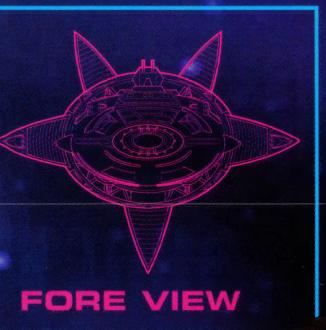
FILE 40 CARD 31C



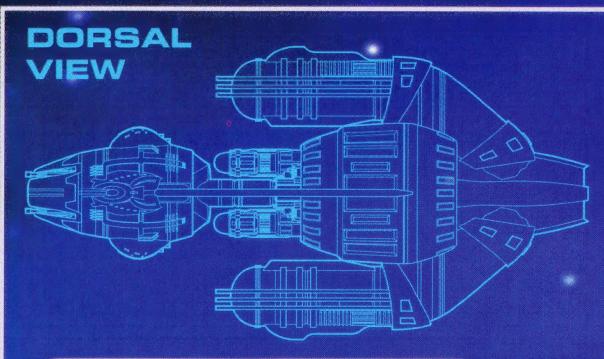
DORSAL VIEW



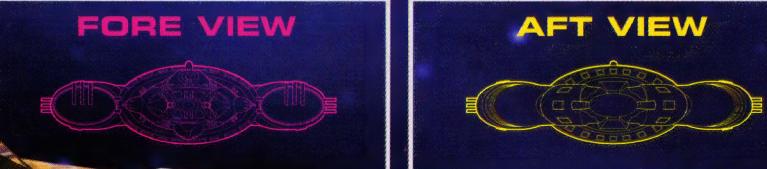
AFT VIEW



FORE VIEW



FILE 40 CARD 31B



FILE 40 CARD 31D



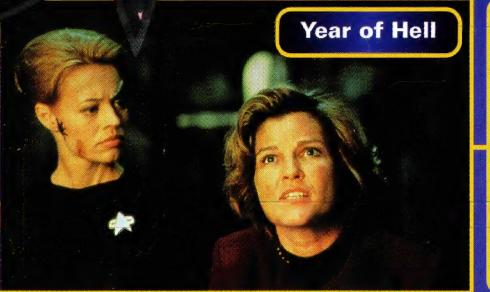
Krenim Warships are equipped with a number of formidable weapons, including **chroniton torpedoes**.

KRENIK WARSHIP

KRENIK VESSEL: POST-TEMPORAL INCURSION

Vessels of the Krenim Imperium

The effects of the **Krenim Temporal Weapon Ship** can bring about amazing changes in the rest of the **Krenim** fleet, allowing smaller vessels to instantly pose a more significant threat.



Year of Hell

The crew of the **U.S.S. Voyager NCC-74656** endure a year of Hell as they attempt to counter the threat posed by the **Krenim Temporal Weapon Ship**.



The **Krenim** are a humanoid species distinguished by small, raised mottled ridges located on their temples. The **Krenim Imperium** once maintained a stronghold over several sectors of the **Delta Quadrant**, but have since lost their superiority to more formidable races.

FILE 18 CARD 103



THE KRENIK



"Time is patient . . .
so we must be patient with it."

— Annorax



Opponents of the Krenim

A number of **Delta Quadrant** species, including the **Mawasi**, the **Nihyron**, and the **Zahl** are willing to stand alongside the crew of the **U.S.S. Voyager NCC-74656** as they battle against the forces of the **Krenim Imperium**.

The Guide to the STAR TREK Galaxy

FILE 1 CARD 79

THE KRENIM INDEX

The Krenim are a Delta Quadrant species with a formidable weapon at their disposal — the ability to manipulate the flow of time to suit their own needs. This leads to a particularly trying year for the crew of the *U.S.S. Voyager* NCC-74656.

THE KRENIM FILES

- SECTION 1: THE GUIDE TO THE STAR TREK GALAXY
- 18 103 THE KRENIM
- SECTION 3: NON-FEDERATION STARSHIPS
- 40 31 KRENIM TEMPORAL WEAPON SHIP
- 40 31B KRENIM WARSHIP
- 40 31C KRENIM VESSEL: POST-TEMPORAL INCURSION
- 40 31E OPPONENTS OF THE KRENIM IMPERIUM
- SECTION 4: PERSONNEL FILES
- 58 42 ANNORAX
- SECTION 6: STARSHIP LOGS
- 71 STAR TREK: VOYAGER

The *Krenim Temporal Weapon Ship* erases many species from history. Its reign of terror is finally brought to an end by the *U.S.S. Voyager* NCC-74656 in 2374, leading to the restoration of the timeline.

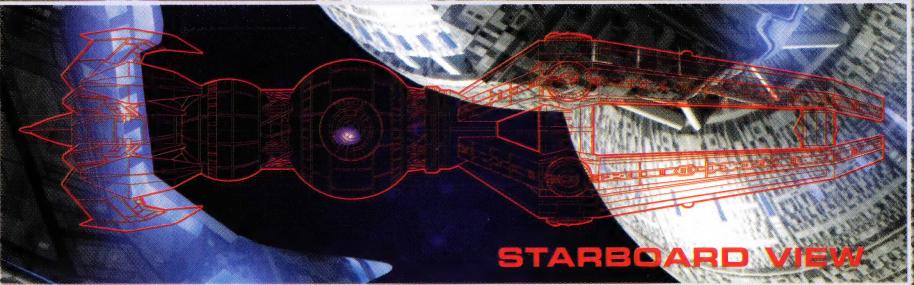


FILE 40 CARD 31

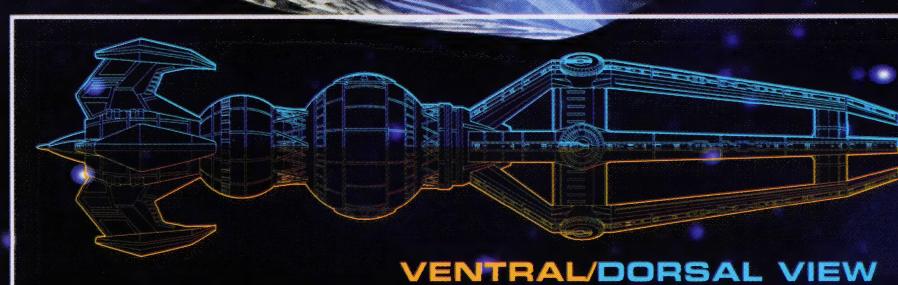
KRENIM TEMPORAL WEAPON SHIP



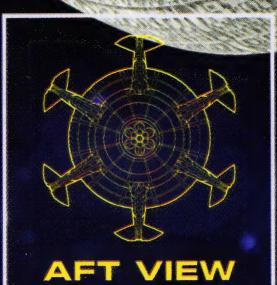
FORE VIEW



STARBOARD VIEW

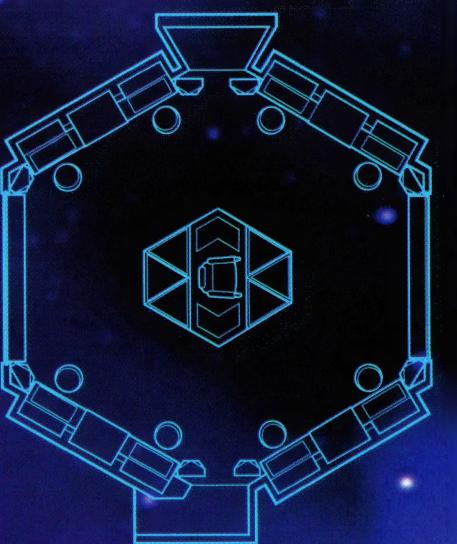


VENTRAL/DORSAL VIEW



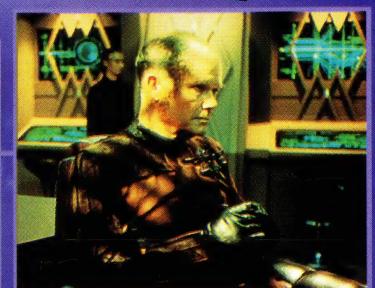
AFT VIEW

The bridge of the *Krenim Temporal Weapon Ship* is a spacious facility. One of its main features is a large viewscreen which displays alterations to the timeline.



KRENIM TEMPORAL WEAPON SHIP: BRIDGE

Annorax



Annorax commands the *Krenim Temporal Weapon Ship*. His sole purpose for using the vessel is to restore a *Krenim* colony on *Kyana Prime*, along with his beloved wife.

FILE 58 CARD 42

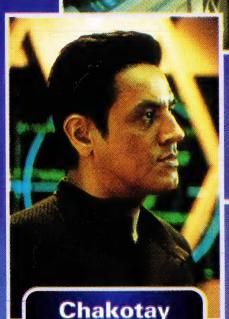
Crew of the Temporal Weapon Ship



The crew of the *Krenim Temporal Weapon Ship* have grown tired of *Annorax*'s constant manipulation of the timeline.



Tom Paris



Chakotay

Commander Chakotay and Lt. Tom Paris are kidnapped from the *U.S.S. Voyager* NCC-74656 and held aboard the *Krenim Temporal Weapon Ship*.

KRENIM STARSHIP LOGS: Key episodes

'Before and After'
FILE 71 CARD 60'Year of Hell' Parts I & II
FILE 71 CARDS 73 & 74